ISSUE 136
MARCH 1993

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● ROBIN HOOD ● STRIDER 2 ● JOUST ● MORE! MORE! MORE! ●
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MEGADRIVE

SUPER NES

MASTER SYSTEM

NINTENDO

AMIGA
NEO GEO
PC ENGINE
MEGA CD
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MEGA GAMES!!

SUPER KICK OFF
MICK AND MACK
SUPER STAR WARS

SPIDER-MAN® AND THE X-MEN

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INSIDE: CYBERNATOR PGA TOUR GOLF 2 STREETFIGHTER JIMMY CONNORS TENNIS TINY TOONS INDY 4 FATAL FURY SLEEPWALKER CHAOS ENGINE TERMINATOR 2 ECCO AND MORE!

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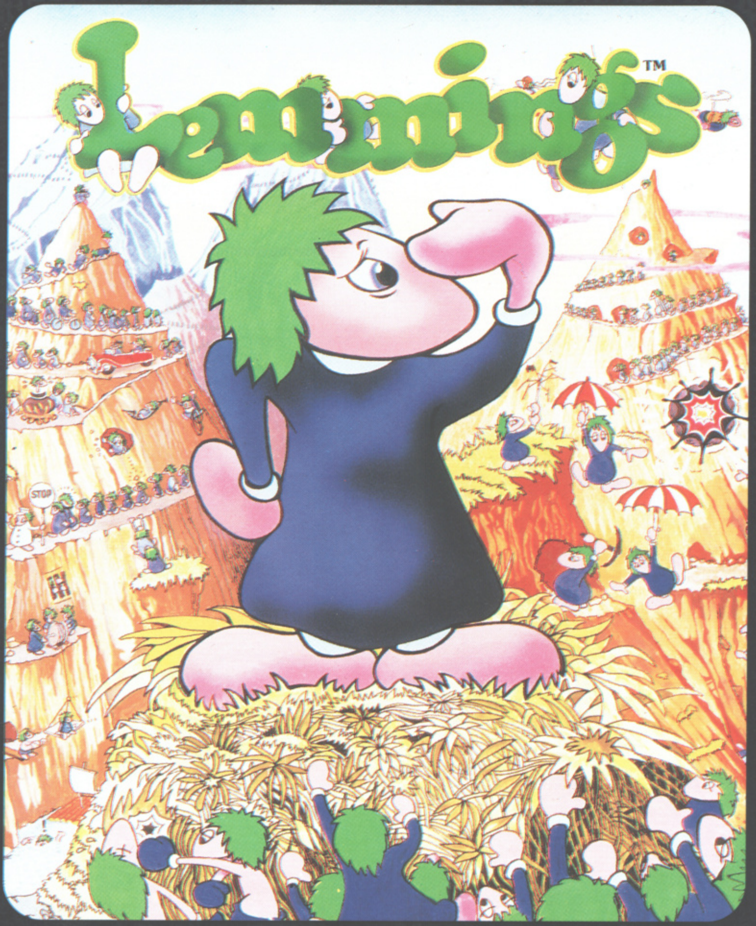

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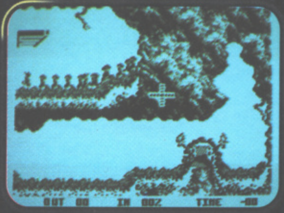

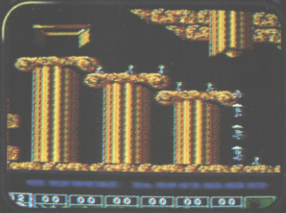

GAME PAUSED

"If you haven't played Lemmings yet then this is a must buy. A true Classic".

"Anyone who has played Lemmings will tell you it's possibly the most playable game of all time".

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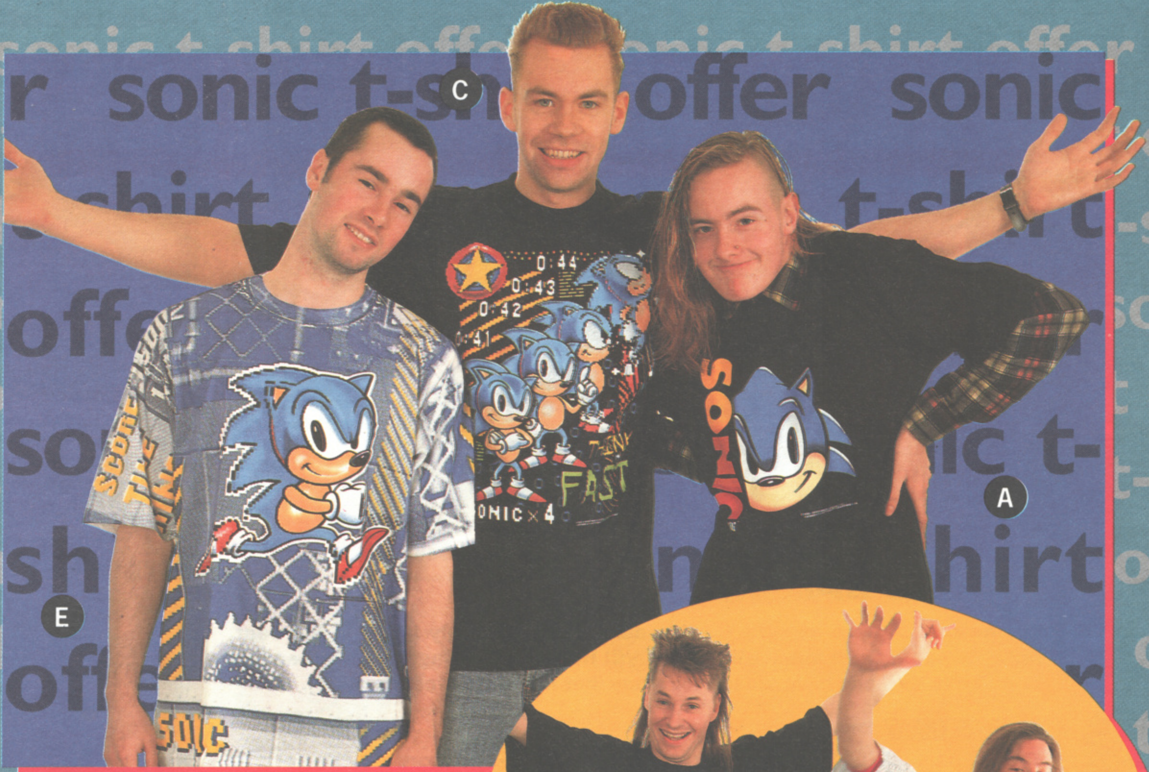

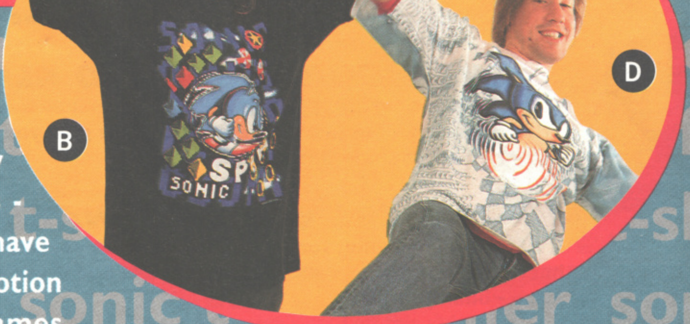

According to the Chinese calendar 1993 is the Year of the Hedgehog. One hedgehog in particular has his sights set on global domination by the end of this Annus Hedgehogis - Segas' very own Sonic. Now you have the opportunity to display your devotion to possibly the grooviest video games character in history with one of five fantastic Sonic T-shirts!

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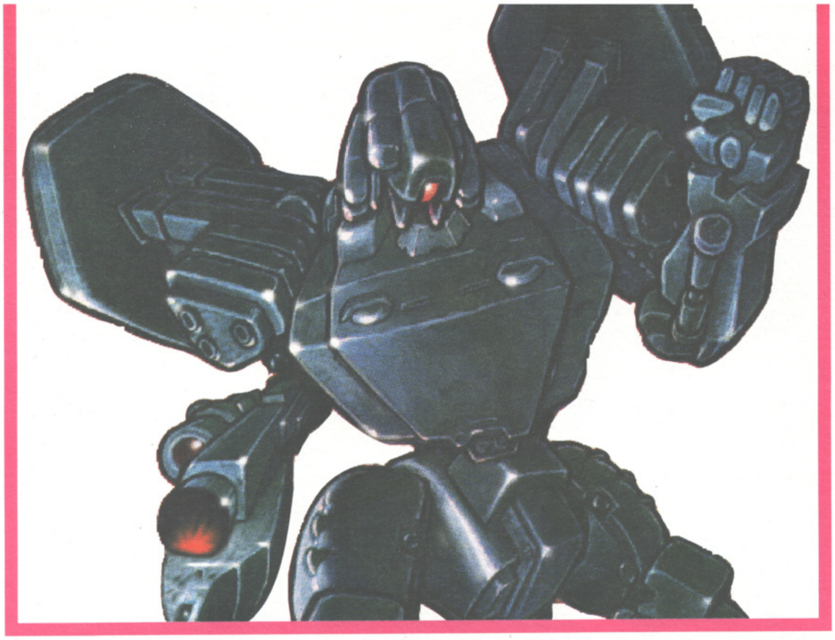


6 WORD UP!

The new Ed is here at last! Garth's nestled comfortably into the hot-seat, ready to spout forth about all things CVG! He's also inviting ten lucky readers to come to CVG and have his job for a day (but not his big, comfy chair).

8 NEWS

The big names! The top games! We've got them all – and more – in the concise yet strangely informative section of the magazine we call News.

14 THE MENACER - READ ALL ABOUT IT

Sega's latest creation, the Menacer light gun, has been available for a couple of months now – but just how good is it? We give you the full SP on the hardware AND software in this top feature!

30 THE CVG QUESTIONNAIRE!

It's time, once again, for you to tell us what you want to see in CVG! What's hot? What's not? We want to know the lot! And if you're lucky, you could win a prize – blimey!

32 YOB'S MAILBAG

He's loud! He's proud! He's embarrassing in a crowd! He's YOB, and once again the lad's cobbled together another collection of tawdry scribblings for your merriment!

41 THE CVG VALENTINE GAME!

Become the CVG boys and attempt to win the attentions of lovely Jenny in this humourous, tounge-in-cheek, board game! It's all in good fun – and it's got the approval of Jenny herself, so we should be alright.

42 FAB PULL-OUT POSTER

Corks! Another fine and dandy poster for you to rip out and stick on your wall! And if you get tired of it, you can always turn it over and play the amusing yet poignant game on the back!

70 CHEAT MODE

Our man Anglin's come up with the goods again! He may be prone to losing the odd news file, but young Paul's tops when it comes to supplying only the very best hints and tips – what a star!

80 HOTSHOTS

You'll pop your cork when you see some of the games coming your way in the coming months! Mutant League Football and Flashback are just two examples of this issue's preview perfection – check 'em out!

SUPER NINTENDO

16 SUPER STAR WARS

Action all the way in Super Star Wars – page 16!

Luke, Han and the rest of the team hit the Super Nintendo with a vengeance! One of the best games ever has arrived, and The Force is most certainly with it!

20 SPIDERMAN AND THE X-MEN

I JUST HOPE I'M NOT TOO LATE!....

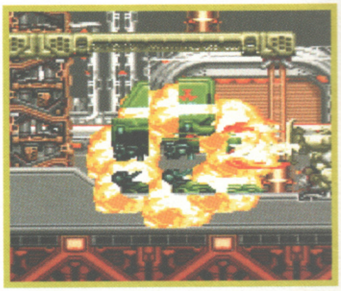
Superhero spills 'n thrills with Spidey and the X-Men – page 20!

He sticks to ceilings and wears dubious body-stockings, but Spiderman is one smart superhero! Spidey's got to rescue the Uncanny X-Men from the clutches of the evil Arcade in this massive platformer!

26 JIMMY CONNORS' TENNIS

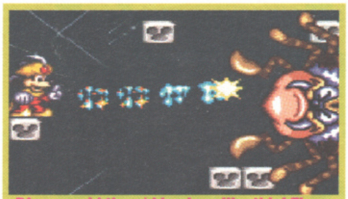
Never too old to coin it in off the back of his name, aging racqueteer Jimmy Connors stars in this latest Super Nintendo tennis sim. Is it Game, Set and Match to James, or does Super Tennis manage to hang on to its crown?

28 CYBERNATOR



Also known as Valken, here is one blast 'em up par excellence! Big robots and bigger guns make Cybernator a title that's so hot you'll have to wear asbestos gloves to play it!

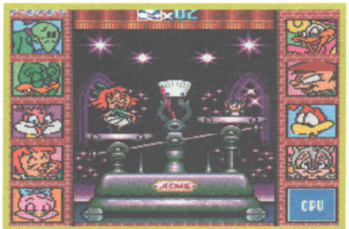
50 THE MAGICAL QUEST STARRING MICKEY MOUSE



Disney said there'd be days like this! The full story on page page 50.

Mickey Mouse debuts on SNES in a graphically stunning platform adventure which also stars some of his Disney chums! Would Walt come out of his cryogenic chamber to play it? Just read the review and find out for yourself!

54 TINY TOON ADVENTURES



They're tiny! They're toony! They're on page 54!

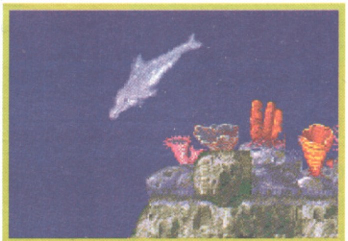
Now the SNES has a version of the fab Steven Spielberg cartoon! Join Buster Bunny and pals for small animal-related shenanigans!

58 FATAL FURY

Another Neo Geo-to-Super Nintendo convert, is Fatal Fury a right roistering laugh? Or is it crap, like the others? There's only one place to find out – that CVG review!

MEGADRIVE

24 ECCO THE DOLPHIN



Ecco splashes onto page 24!

Poor Ecco's all alone in the wide, blue ocean, and he's got to track down his family! You're the dolphin star in this, possibly the best arcade adventure ever on the Sega!

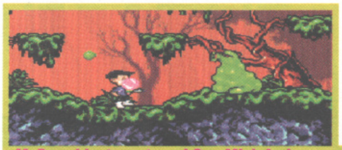
36 SUPER KICK OFF

Most conversions of the Best Football Game Ever have been less-than excellent, but this Megadrive version is the business! See for yourself when we study its form!

46 PGA TOUR GOLF 2

Fore! Play a round on your Megadrive with the sequel to the brilliant PGA Tour Golf! Computer golf comes kicking and screaming into the '90's, courtesy of EA!

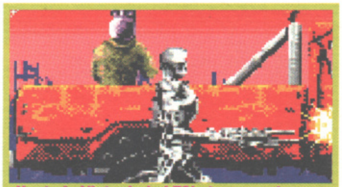
62 MICK AND MACK - GLOBAL GLADIATORS



McDonalds goes green! See Mick And Mack on page 62.

Save the world from pollution in the first eco-friendly Megadrive game! Control cool kids Mick and Mack through dirty old McDonald Land and clean up the town!

68 T2 - THE ARCADE GAME



Hasta la Vista, baby! T2's torn apart on page 68.

AMIGA

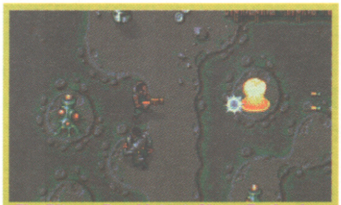
49 STREET-FIGHTER 2

Ryu, Ken and the rest of the gang hit the Amiga – and how! US Gold's convert of the mega-popular arcade game looks the part, but how does it play without a six-button joystick?

56 INDIANA JONES AND THE FATE OF ATLANTIS

The man with the hat is back! This time, he's searching for the lost city of Atlantis in his finest adventure yet! Gorgeous graphics and engrossing gameplay are the watchwords here!

66 THE CHAOS ENGINE



The Bitmap Bros' latest, Chaos Engine is reviewed on page 66!

The Bitmap Brothers' latest – and possibly greatest – release is finally here! Victorian hard men blast seven shades out of everything that moves in an arcade-cum-strategy stunner!

EDITOR: GARTH SUMPTER

There was this girl that I was trying to make jealous by getting her mates to tell her that I fancied this other girl. Trouble is, she didn't get jealous at all. She just came over and smacked me full-on in the teeth.

DEPUTY EDITOR: PAUL RAND

I fancied this girl like rotten for ages and, one day, I plucked up the courage to ask her out. She said yes and I took her to meet all my mates. Unfortunately, they started calling her a 'Bin Scrounger' and other nasty names. I never saw her again. But at least I didn't get chinned off a lass, like Garth did.

ART EDITOR: JON BILLINGTON

I was going out with one of the girls from work. On Valentine's Day, I got this card and I thought that it was from someone else. Imagine my disappointment when it turned out it was from my girly all along.

DESIGNER: JENNY ABROOK

I went out with this boy once, and he seemed great. Unfortunately, he was a very sad man who reckoned he knew where we were going but, in actual fact, got us completely lost. He's probably still driving around Prague as we speak!

STAFF WRITER: PAUL ANGLIN

I've never had a bad experience in love before. They've all been lovely and great. And I am a lying little sod and daren't tell anyone the truth because they'd laugh at me for a long, long time.

STAFF WRITER: STEVE KEEN

I got a Valentine's card off this girl. It was a real rock-and-roll card, and I thought 'Crikey! This is for me!' The card had a telephone number on it, so I phoned and arranged to meet this mystery miss. When she turned up, she had a flowery dress on and ribbons in her hair. I ran away 'cos that's just not my scene.

MANAGING EDITOR: STEVE JAMES

I've got no time for Valentines or stuff like that. I've got to shuffle the papers while the CVG team get up to all manner of love-related sauciness. Life's just not fair. Hurumph.

ADVERTISING MANAGER: Jim Owens PRODUCTION ASSISTANT: David Nye SECRETARY: Joanne Briar MARKETING MANAGER: Marc Swallow MARKETING EXECS: Sarah Hilliard PUBLISHER: Gary Williams MANAGING DIRECTOR: Terry Pratt SUBSCRIPTION AND BACK ISSUE ENQUIRIES (INCLUDING GO!) CVG Subscriptions, PO Box 500, Leicester LE99 0AA Tel: 0858 810510 Editorial and Advertising Castle: CVG Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU Tel: 071 972 6700 Fax: 071 972 6701 Printed By: Kingfisher Web Ltd, Fengate, Peterborough COLOUR BY: PrePress, London EC1 COVER: Reproduced with kind permission of Marvel Comics DISTRIBUTED BY: BBC Frontline (c) COPYRIGHT: COMPUTER and VIDEO GAMES 1993 ISBN No: 0261-3597 CVG DISCLAIMER: CVG cannot be held responsible for errors, omissions, misprints, mistakes etc, and if there are any it's someone else's fault anyway. They all know who they are. And if anyone wants to reproduce any of the artwork without permission – that's fine. We'll sue later!

WORD UP!

EEWWWAAAY! Flippin' eck, these CVG boys really know how to break in a new editor. It's taken me almost a month of severe arm strain and finger-bustin blasting to get good enough at Streetfighter for the boys to allow me into the sacred CVG games room!

But now that I've finally battled my way past the whinging prima donnas and settled down in one of the comfier recesses of the games room, all that's left to do is to say a big hello to all the billions of CVG readers. Oh yes, and welcome you to the world's biggest selling computer games magazine.

So now I'm finally here, is anything going to change? Well, yes and no. We'll be bringing you all the very best games, the most independent reviews (we've got our own opinions, unlike some other mags) and we'll continue to sort out the rot from what's hot. And CVG's going to get BIGGER! Yes, the biggest and best will be getting even bigger and better - adding more REAL reviews than any other computer mag. How can we do it? It's easy. When you're the best you can do anything!!!

GARTH

COMPETITION

WIN A DAY AS THE CVG EDITOR

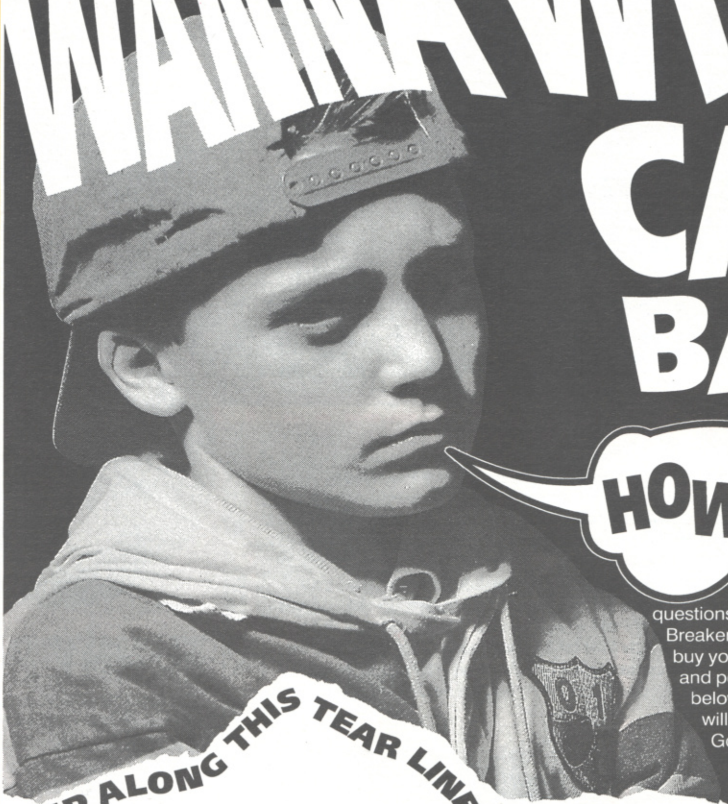
Think it's easy do you? Think it's real simple to produce the world's best games mag AND try to stay ahead of the CVG boys? Well now's your chance to prove just exactly how well you know computer games and the magazine market. We're going to be asking TEN lucky winners to come down to CVG towers for the day and see just how you'd would hack it as the editor. You'll be invited to meetings with all the top EMAP bods (including a visit from Lord EMAP himself – if he can make it out of the old peers home!) and be treated to an executive lunch, get to play the boys at a few games and spend the` day with all the staff! All expenses are paid for the day and we'll even throw in a few games for good measure and make sure we get all your photos so we tell everyone how good (or crap) you were.

To enter simply write a Garth-like report detailing why you think you're the best qualified for his job. Stick your name, address and telephone number on it and send it to;

IF GARTH CAN DO IT, THEN IT COULDN'T REALLY BE CONSIDERED TO BE HARD WORK, COULD IT? CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU to arrive here no later than the 15th of March.

Dixons Dixons Dixons Dixons

WANNA WIN YER CASH BACK?



EASY! EASY!

BUY ANY SEGA, NINTENDO OR ATARI GAME CARTRIDGE BEFORE 27th FEBRUARY '93 AND YOU COULD WIN YOUR MONEY BACK! Simply answer the questions in the Entry Form below, then complete the Tie Breaker. Rip out the Entry Form, fill in the details when you buy your next game cartridge at Dixons and post to the competition address below. The 100 lucky winners will be notified by post. Good Luck!

RIP ALONG THIS TEAR LINE

Ecco, Edmond Honda, Mr W and Tails are all characters in video games. Which video games are they from?

Ecco ....

Edmond Honda..................................

Mr W ....

Tails ....

That was easy wasn't it? Now complete the **Tie Breaker** in 10 words or less.

If I won my money back I would ....

....

....

What games system do you own? ....

If you're under 16, get your Parents or Guardian to sign 'ere ....

What's your name?..

How old are you?..

What's your address?..

....

....

Postcode...

What's your phone number? ....

Get the store to fill in this bit:

Title of Game Cartridge ....

How much it cost...

When you bought it ....

Branch stamp

Competition Rules: The contest instructions form part of the Rules. Only UK residents unconnected with Dixons Stores Group and their servants or agents are eligible for entry. All parts of the Entry Form must be correctly completed. The money-back prize will be awarded to the first 100 entrants with correct forms who, in the opinion of an independent panel of judges, provide the most apt and original completion of the Tie Breaker. The judges' decision is final and no correspondence will be entered into. Competition closes 27th February 1993. The winners will be notified by 1st April 1993. Dixons reserve the right to request proof of purchase from any winner. A list of winners will be available after 1st April by sending a stamped addressed envelope to the competition promoter. PROMOTER,
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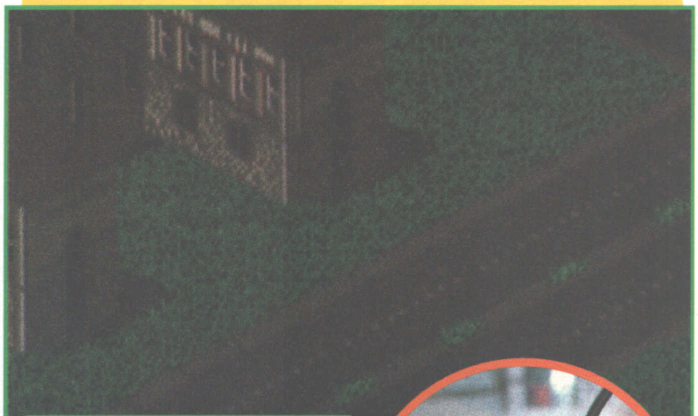
CVG

Dixons – *No 1 FOR GAMES SOFTWARE*

NEWS

JUNGLE JAPES

Hold onto your hat and fasten your goggles, the world's greatest Megadrive shooter is getting a sequel! Yup, Desert Strike 2, or Jungle Strike as it will be known, is currently being programmed by those top folk at EA. The game is well into production and, as you can see, it's looking a bit smart. EA are said to have included a stack of new features such as night missions. Hopefully we'll be able to give you a full preview very soon.

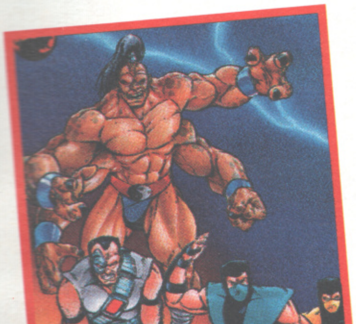


Full of coconuts – Jungle Strike from EA!

MARVELLOUS MEGA MOUSE

What with the Mega CD just around the corner, or maybe a couple of corners, joypad makers Asciiware have unveiled their latest creation – a smart Megadrive mouse. Although this may seem a little useless, think how helpful it will be when playing all those PC conversions on your Mega CD! I mean, you try playing Indy and the Fate of Atlantis with a joypad! The other advantage is that, by turning the mouse upside down, you can turn it into a trackball, which could be a laugh when playing Kick Off!

On it's back with a ball in the air it's a trackball



MORTAL MEMORABILIA

Remember that so-so coin-op called Mortal Kombat? For some reason, it seems to have had a real impact on the arcade world; such an impact in fact that the people behind it, Midway, have decided to launch a vast range of Mortal Kombat goodies. These include such delights as a limited edition comic book, Mortal Kombat mugs, T shirts and all sorts of other Kombat memorabilia! For those of you interested you can get hold of a catalogue from the US by writing to: Mortal Kombat, 1340 W. Irving Park Road, Suite 414, Chicago, Il 60613. As if that wasn't enough Mortal Kombat will be appearing on your Megadrive in the near future via Flying Edge! The game is still very much in the early stages but it could be interesting - we'll keep you posted.

NEW FIGHT...
KABLOW!

FUNNY PADS!

A lovely little tit-bit to fuel the the minds of all would-be Megadrive Streetfighting champions out there! Sega have just unveiled their six-button joypad in Japan. There's no sign of a UK release date yet – in fact, Sega UK haven't even heard of it officially, but here's a CVG sneaky peek at the little feller to prove it!

The pad is a touch smaller than a standard Megadrive controller, with the six buttons arranged in exactly the same fashion as the Streetfighter II coin-op, making play an obscene amount easier. The joypad should be available from importers very soon and a UK release won't be too far behind; expect to pay around £24.99 for the widget.

BUZZ! BUZZ! BUZZ!

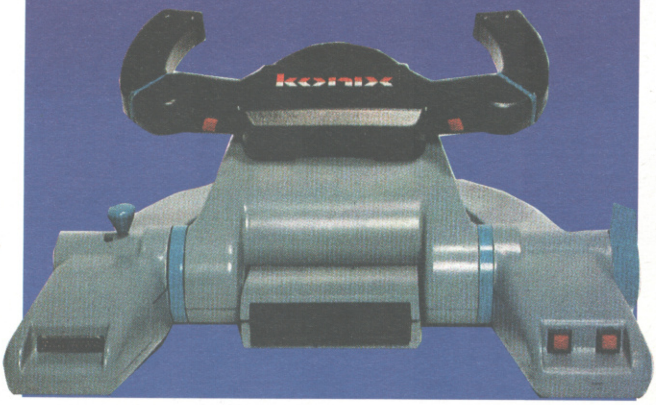
The latest shoot 'em up awaiting release on the SNES has to be one of the weirdest yet. Bells and Whistles, or Twin Bee as it will be known over here, originally started life in the arcades. After a while it moved onto the PC Engine and then kind of stopped there. Konami have now snapped up the license and are working on the game as we speak! There's no release date as yet, but if the Engine version is anything to go by it'll be worth the wait. From what we've heard, the strange characters and mind-boggling effects that made the game such a hit will remain. More info as and when!

ON THE TAP

Ever had a load of mates over and they've got a bit peeved 'cos you're hogging the SNES? Well now up to five players can battle away at any one time! The device houses four adaptors which plug into the player two port (the fifth player plugs into port one) and, provided you have enough joypads, it's fun all the way. The first game to make use of the adaptor is Jimmy Connors' Tennis, which allows you to play doubles with each player under human control. Also pencilled in for adaptor compatibility is a five player souped-up version of the PC Engine classic, Bomberman! It's not yet decided whether the adaptor will be sold separately or with Bomberman 93. When we know you'll know.

MULTISYSTEM THE SEQUEL

You may remember a few years ago we reported on a spanky new piece of kit labelled the Konix Multi System, which was never manufactured as Konix ran out of money. However, UK company MSU, in conjunction with Taiwanese firm TXC, are currently working on a totally revamped machine incorporating all the best features from the Konix albatross. And what can you expect this new wonder-gadget to do? Well, the 32-bit 30Mhz unit will be based on existing CD gaming technology and incorporate Full Motion Video, for one! There are already over a dozen games straining at the reins to be released. And just in case you thought those smart Jap lads got all the top goodies, the best news is that the console will be released in the UK before it's seen anywhere else in the world - HURRAH!

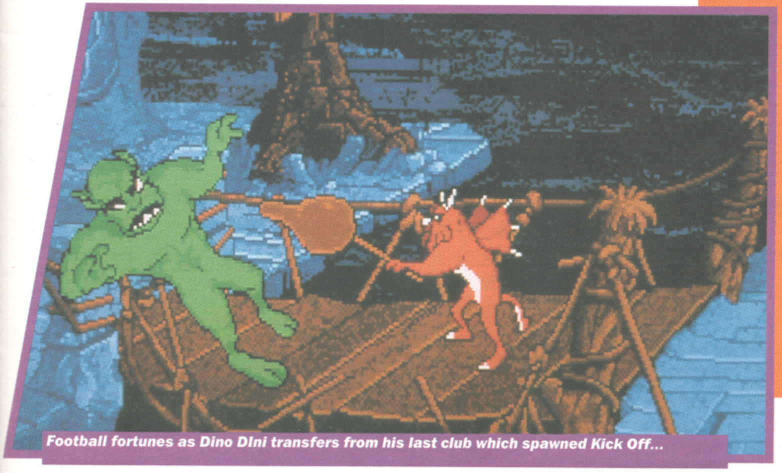


LASER RISKS

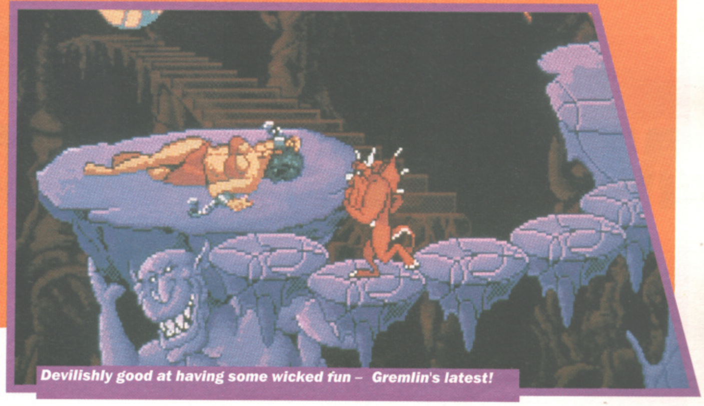
Sega seem ready to strap various bits of their hardware onto anyone else's product who'll have it! First there was the Mega PC, and now the console boys have struck a deal with electronic giants Pioneer. Pioneer are ready to launch their own range of Laserdisc players, but the one attracting most interest is the Mega LD pack. The machine will be able to play Megadrive cartridges, CDs, CD games and Mega Laserdiscs, a new product which stores Sega games on 12 inch Laserdiscs. If that isn't enough, Japanese electronics biggies NEC have produced another plug-in adaptor that will allow you to play TurboGrafx CDs and game cards. Will this be the first CD all-format play station? We'll keep you posted.

DEVIL(ISH) RELEASE

Following hot on the heels of their massive Amiga success, Zool (which is just about to be released as a coin-op!), Gremlin are releasing Litil Divil for the PC and Amiga. The game stars Mad Mo, a young explorer who stumbles over an ancient portal to a lost city in his cellar! The dim chap drinks from a pool of water and is transformed into a salivating monster who's only chance of returning to his previous form is to find the Fountain of Normality. Graphics look stunning and every one of the huge characters Divil comes across is beautifully animated and coloured. The Underworld is split into five levels, each comprising of ten puzzle rooms connected by tunnels and corridors. During his explorations the hero is pursued by a hideous creature called the Entity; spend too long on a puzzle and the beast will drag him off to a fate worse than death! Litil Devil will be out in April, and we'll be bringing you the full low-down soon!



Football fortunes as Dino DIni transfers from his last club which spawned Kick Off...



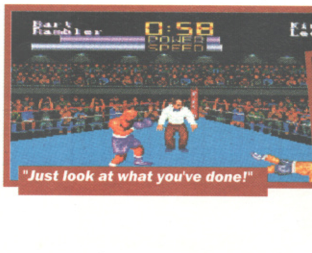
Devilishly good at having some wicked fun – Gremlin's latest!

DINO'S KICKED OFF!

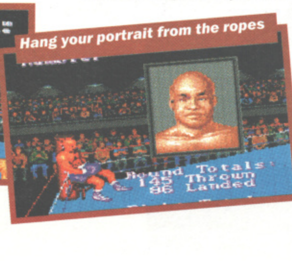
Dino Dini, of Kick Off fame, has split with his long-time publisher Anco just before the release of the fabled Kick Off 3. The football fanatic, who has been snatched up by Virgin, is now working on the title for the company. Currently under the working title of Dino Dini's Goal!, the new game will be radically different from its predecessors in that players will be able to choose between sideways and vertically scrolling pitches, two sprite sizes and an automatic zoom feature that will allow you to set up camera positions on the pitch to scope in at preset moments and enlarge the action! Dino's stuck the usual ton of European teams and players into the game and given each footballer adaptable statistics like stamina, aggression, resilience, accuracy, shooting, tackling and goal keeping. It should be fab and it's out in April on the Amiga and Atari ST, with a Megadrive version to follow!

FLOAT LIKE A BUTTERFLY! STING LIKE A BEE!

Virgin have picked up the rights to use Ali's moniker in a brand new boxing game! Muhammed Ali Boxing has been plugged into the office Megadrive for a few days and if the finished version is anything like the early chips we've got, this could shape up to be the best ever game of its type! Featuring both sprites and vector graphics, the player can choose to control any one of ten world-ranked fighters, including Ali himself, and take on the best in either an exhibition bout or a full tournament. Featuring extremely classy character animation, two very distinct styles of play and a variety of nice little touches, Muhammed Ali may well be he number one in boxing games. We'll be bringing you the definitive CVG review in the next issue, so don't miss out!



"Just look at what you've done!"



Hang your portrait from the ropes

NEWS

MEGA CD SWITCHED ON!

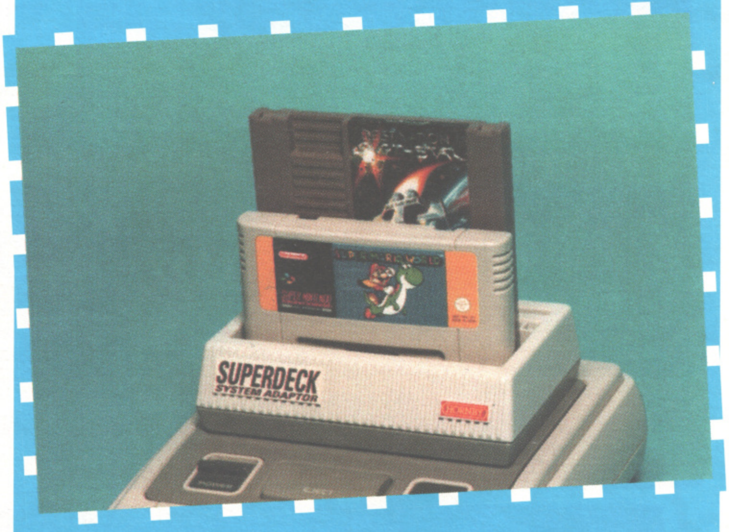
There's finally a launch date for the Mega CD! The machine, which was featured in last month's CVG, will be available at the beginning of April and will be bundled with no less than SEVEN games!

Only two of the titles featured in the package have been created specifically for the Mega CD; Cobra Command sees you piloting a death-dealing chopper through the streets of the New York, while Sol-Feace is a scrolling shoot 'em up. The other games in the pack started life as Megadrive carts; Streets of Rage, Return of Shinobi, Columns, Super Monaco and Golden Axe have been ripped from their chips and shoehorned onto a single Compact Disc.

STAR FOX MAIDEN FLIGHT

Star Fox, the first SNES game to make use of the new FX chip, took to the skies for its first UK test flight at the British International Toy and Hobby Fair. The game uses the special chip, created by British developer Jez San of Starglider and Birds Of Prey fame, to produce fast, 3D polygons – something which has previously been impossible to achieve due to the Super Nintendo's slow processor. The all-action airborne blaster is fast and fulsome, so watch out for the full review of the Star Fox next month!

HORNBY ON SNES TRACK



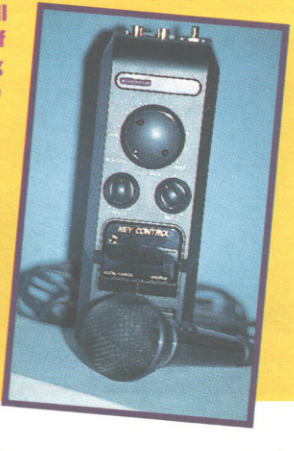
So you've got the excellent Super Mario World on SNES, but you want to play the first three Mario games, which only appeared on NES. What do you do? Simple – get hold of the Superdeck! Yes, that's right; Hornby's new device allows NES games to be played on Nintendo's 16-bit! Announced at the recent Earl's Court Toy Show, the add-on not only allows you to run any of your NES cartridges on the SNES, but will also act as a convertor for imported games.

The Superdeck shown in this picture is a working prototype which only allows you to run British NES games on a British Super Nintendo but, according to Hornby, the completed system will take all configurations – Jap NES games on UK SNES, British NES carts on American SNES, etc.

Costing less than a Super Nintendo cartridge, the Superdeck System Adaptor is expected to hit the streets around May. We'll be keeping you informed about any new developments as they happen.

CD KARAOKE

Sega are to launch a Karaoke add-on that will plug into its Mega CD! The DIY pop star kit will be supported by an array of Karaoke CDs so that you can sing or rap along to all your fave grooves. The machine is already a bit hit in Japan and may well prove a similar success in this country,too. Paul 'Ithankyou' Rand has already put his name down for one, on the condition that they put some of the King's songs on CD. Elvis Presley died in August 1977, Paul. You are a sad man.



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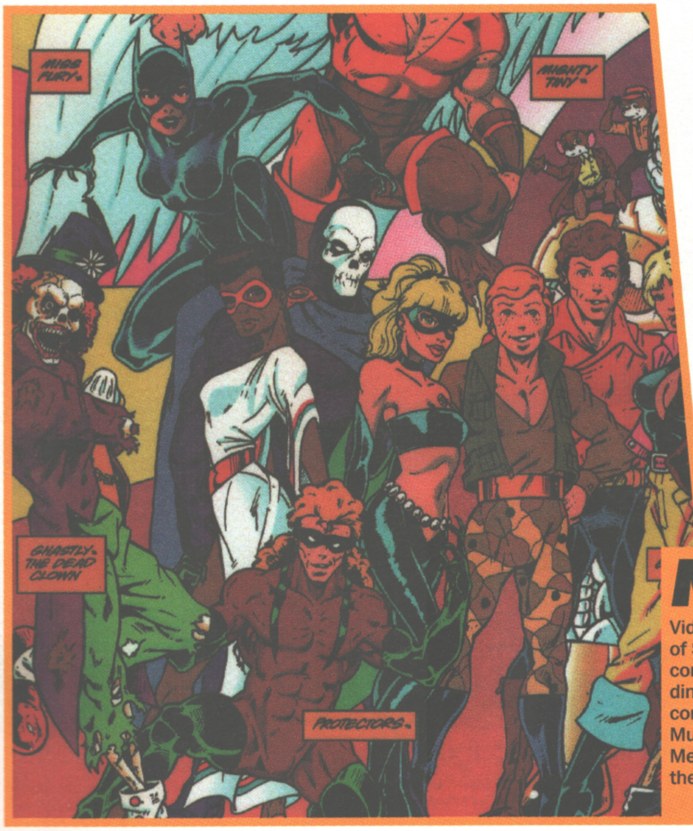
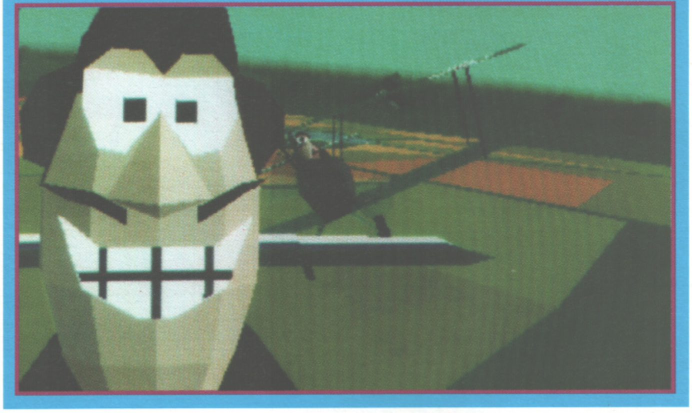
NEWS



TOP HOLE, BINKY!

We've become Medieval warlords! We've become Formula One racers! We've even become massive metal Walkers! But now, thanks to the wonders of Virtual Reality, we – and you – can jump into the cockpit of a rickety old monoplane and become World War I fighter pilots!

The latest Virtuality simulation from W Industries, Flying Aces, is being shipped into arcades as we speak. The game was on show at the recent Gamesmaster Live! Show in Birmingham, and sees four players becoming either an English, American, French or Italian fighter pilot and taking on each other in an airborne dual to the death! W Industries are touting this as 'The world's first immersive, multi-player, interactive flight simulator'. Whatever is meant by immersive, we certainly think it's one hell of a great game. Take a look if you see one in your local Coins R Us!



MEET THE DINOSAURS!

Video game conversions of comics are nothing new – check out this month's review of Spider Man and the X-Men, for instance. Coming soon is a title based on a new comic book, called Dinosaurs For Hire, and it's all about a bunch of big, erm, dinosaurs, that go around kicking seven bells out of an assortment of baddies. The comic is produced by a company called Malibu, whose other big creation, Ex-Mutants, has already featured in digital form. Both games are available for Megadrive; Ex-Mutants should be on the streets now, with Dinosaurs For Hire hitting the shelves in a couple of months time. Sounds like a right laugh!

OUT FOR THE COUNT

The world's gone nuts over neck-biters of late! With the release of Francis Ford Copolla's excellent movie, Bram Stoker's Dracula, has followed a flood of tie-ins. Not to be outdone, Psygnosis has snapped up the movie rights and is well into production of the Mega-CD version – which should turn out to be one of the first titles to appear when the machine is officially launched in the UK around Easter!

You all know the story – young Jonathan Harker goes to Transylvania, meets Dracula and participates in all manner of blood-sucking malarkey with the Count and his cronies. Psygnosis is one of the leaders in the field of CD game creation, so we're expecting something extra special to emerge from darkest Liverpool. More news as is comes in – don't go away!

COMPETITION

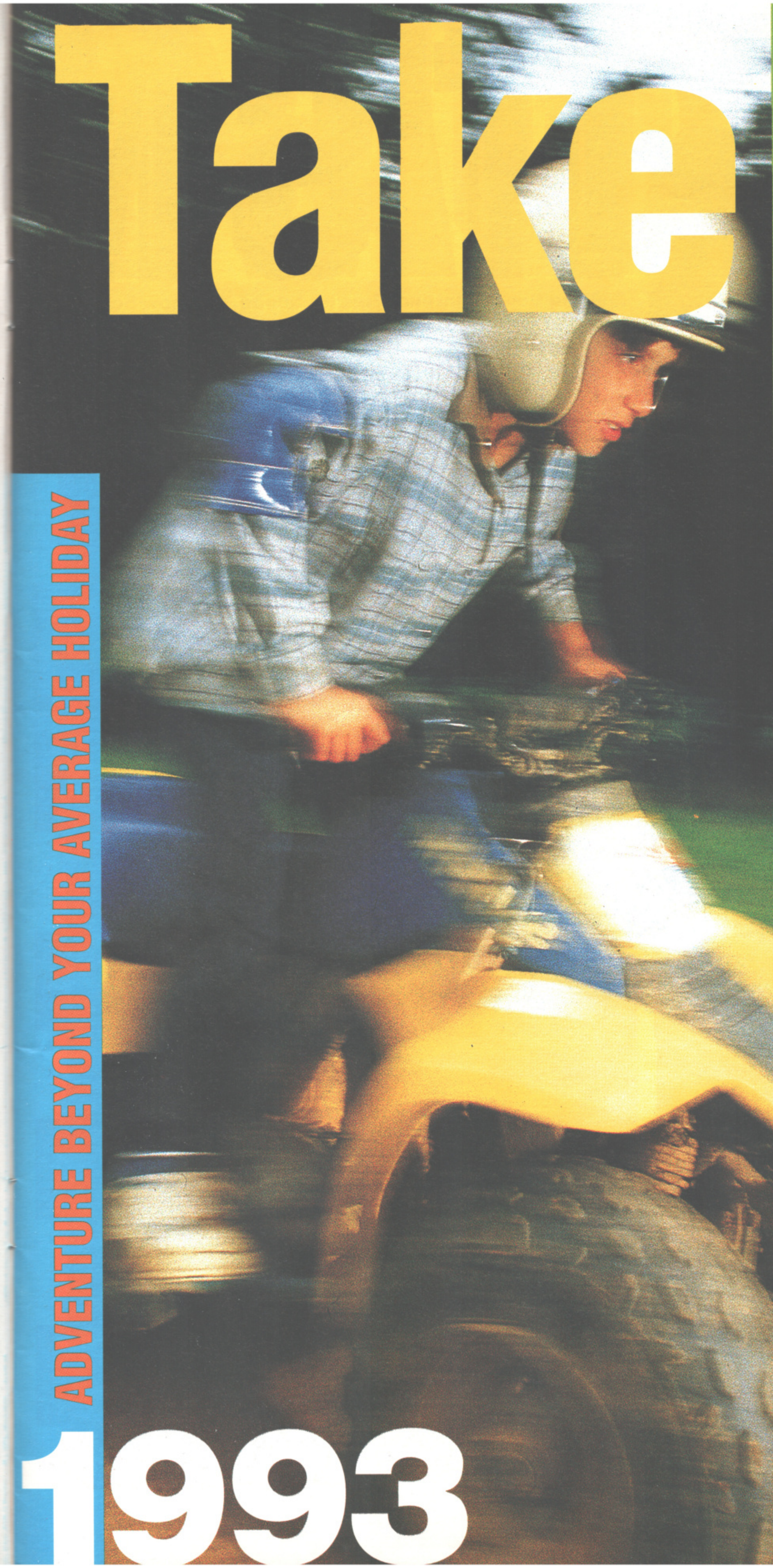
IDEAL FOR GAMES!

For the first time ever, the Ideal Home Show is incorporating video games into its makeup! From 25th-28th March, The Ideal Electronic Games Show will feature the hottest stuff available in the world of computers and consoles, as well as all the latest electronic gadgetry from around the world – and we're giving away TEN FREE TICKETS to get in for free!

To enter, just tell us the most ideal thing you'd like in your home and why you want it! Jot your entry down on a postcard or the back of a sealed-down envelope and send it to: THIS SHOW'S IDEAL FOR ME!, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Get your entry in by 14th March though, otherwise you'll not be feeling very ideal at all!

Take Off

On a PGL Adventure Holiday



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IT'S M

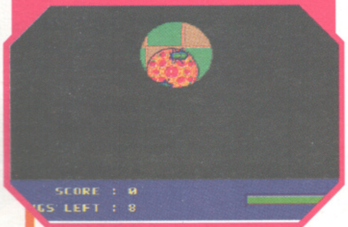
The Super Nintendo has its Scope, and now Sega is in on the light gun act with its Menacer! The CVG boys have had their hands on the gun for a while, and here's PAUL ANGLIN to tell you just what you do get for your sixty quid.

A SEXTET OF SHOOTING SHENANIGANS

What use would a Menacer be without games? None, that's what. So thankfully Sega have included a cart containing six games.

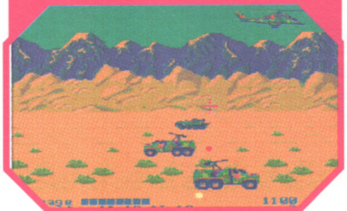
PEST CONTROL

Shock horror! Loads of little insects are attacking your slice of pizza! Use the Menacer to eliminate them all and save your dinner before it's too late.



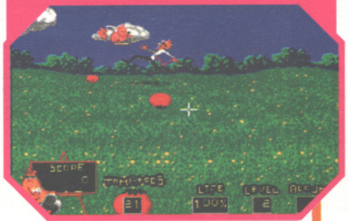
FRONT LINE

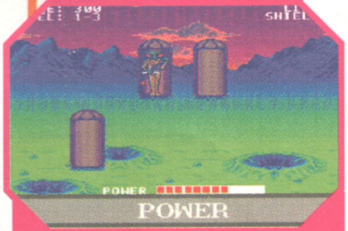
Desert forces are out in strength and it's down to you to stop them. Shoot all the tanks, jeeps and helicopters and move onto the next level. Fail and you'll be selling camels for the rest of your life.



READY AIM TOMATOES

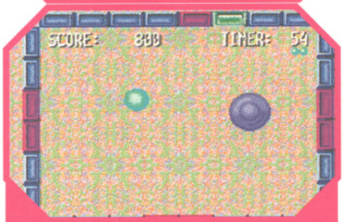
The wacky duo, Toejam and Earl, take you through this horizontally-scrolling splat 'em up! You take the role of Toejam while Bog Earl tells you how you're doing.





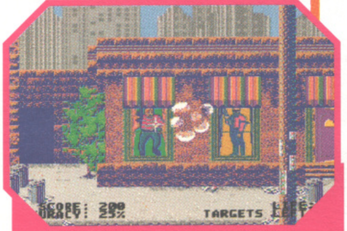
SPACE STATION DEFENDER

Your home away from home, in this case a space station, is under attack from weird aliens in flying telephone boxes. BT in space? No and they aren't Dr Who either! Blast these baddies before they blast you.



WHACKBALL

The most unusual of the six.You don't use the trigger at all! Knock the ball around the screen and smash all the tiles before moving on to the next level for more of the same.



ROCKMAN'S ZONE

Looking a little similar to a scrolling version of Hogan's Alley on the NES, Rockman's Zone has you travelling through different scenarios, blasting standard shooting range targets as they pop up into view.

FOUR WAYS TO PLAY

Also in the box of delights are the add-ons – slide-on stock and binocular sights – which allow the Menacer to be set up in four different ways.

SURE SHOT

The Menacer in it's simplest form, with nothing attached to it. This is best used by those who have used the gun before and possess a fairly steady hand.

FULL TILT

The Menacer in all it's glory, Full Tilt utilises all the add-ons, turning it into one awesome killing instrument. The stock provides the stability while the binoculars provide perfect sight for pin-point accuracy. The only problem with this is that the binoculars tend to strain your eyes slightly after long periods of play

COMMANDO

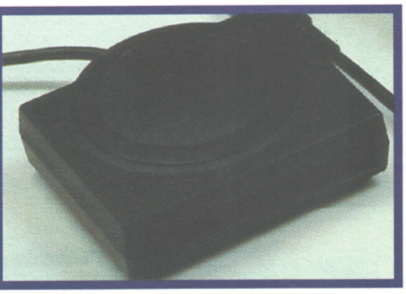
Probably the best set-up, Commando comprises of the gun and the snap-on stock. This provides real stability for accurate shooting.

DUAL VISION

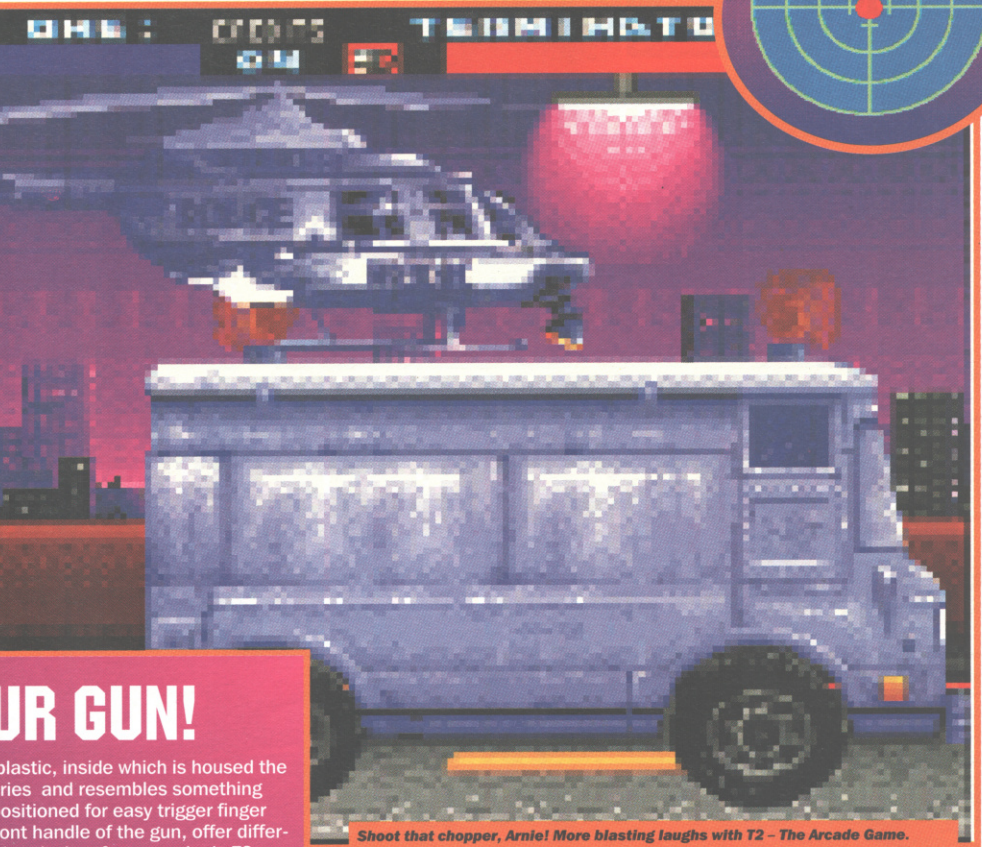
The gun and the binocular slide-sights. This configuration seems rather defeatist; the idea of the binoculars is to offer greater accuracy but without the stock the gun is prone to wobble, making it difficult to accurately sight.

USE INFRA-RED OR YOU'LL BE DEAD!

The infra-red sensor plugs into the Megadrive joypad port and picks up the signal sent by the Menacer. To achieve the greatest level of accuracy, the sensor should be placed on top or underneath your TV.



ENACING



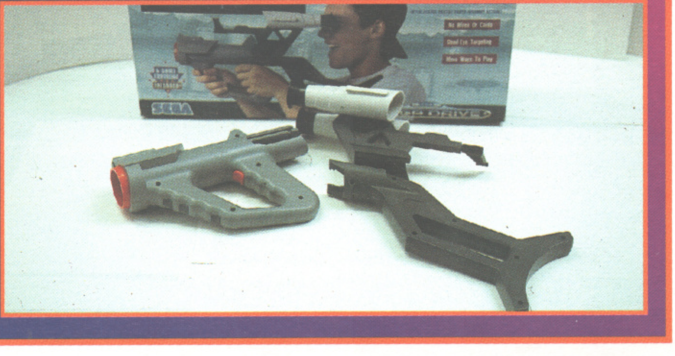
T2 – the best Menacer game around!

Shoot that chopper, Arnie! More blasting laughs with T2 – The Arcade Game.

GO FOR YOUR GUN!

The Menacer is constructed of sturdy, grey plastic, inside which is housed the infra-red beam. The gun takes six AAA batteries and resembles something from the last series of V! The fire button is positioned for easy trigger finger operation and three other buttons, on the front handle of the gun, offer different functions depending upon the game you're playing; for example, in T2 – The Arcade Game they are used to operate the rocket launchers and also to pause the game.

We've been waiting for the Menacer for what seem like ages now, but it's finally here and seems to have made quite an impact. Like Nintendo's Super Scope, the Menacer has been launched with a cartridge containing six games, all specially developed for use with the gun. The only other game available for the Menacer is T2 – The Arcade Game, but if that sells well (and if you check out this month's review you'll see that it deserves to) no doubt that will be followed by plenty of other hot titles. There's even rumour of Menacer games coming out on the Mega CD! Mad Dog McCree would be a good one, wouldn't you agree?



HOW DOES IT FARE?

THE GUN

The Menacer has to go down as one of the best light guns yet. While it may not be quite as accurate as the Super Scope (although you'd have to be very picky to really notice the difference) it's certainly much more comfortable to use and feels like a real gun, and the different set-ups provide some scope for changing your style of play. A job well done by Sega.

THE GAMES

What a sad first outing for the Menacer range! I'm sorry, but I fail to see one good game in the entire package. The only slightly redeeming feature is that it is free! You really must get hold of T2 – The Arcade Game (see page 68) to realise the Menacer's potential.

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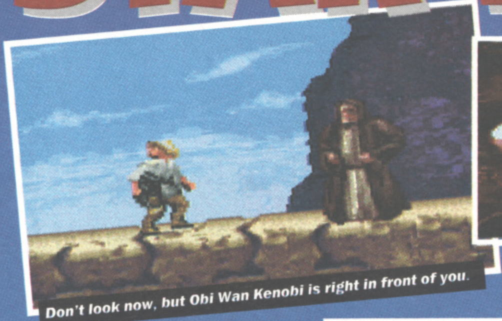
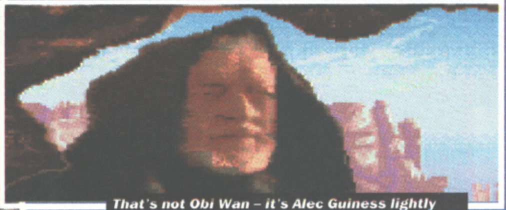
SUPER STAR WARS

It's been a long, long time coming, but finally we get our sweaty mitts on one of the most publicised Super Nintendo games ever - Super Star Wars! Created by JVC and Lucasfilm, Super Star Wars pays homage to the greatest sci-fi movie ever! The Empire are closing in on the rebels, who have just stolen the blueprints for the most powerful weapon in the universe, The Death Star. Before being taken prisoner by Darth Vader, Princess Leia Organa manages to program the Death Star plans into an R2 unit and eject it, along with its robot companion C3-P0, into space. They land on the desert planet of Tatooine - from where the fun really begins, because the Empire is hot on the rebels' trail! To begin the game, you control Luke Skywalker, young farm-hand and son of Jedi Knight Annakin Skywalker, who was turned by Vader and forced to submit to the dark side of The Force. Luke thought it was going to be just another day - think again young Jedi!!

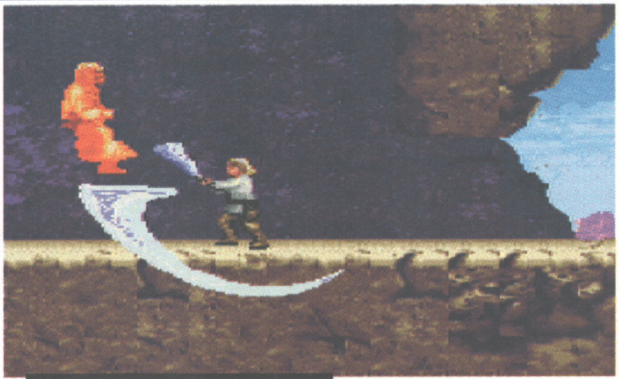
Super Star Wars is an amazing game. I can say that with hand on heart because from beginning to end it's a sensation; hit the Start button and there's an almost perfect reproduction of the movie's intro! The SNES has been used to full effect to create the most amazing effects ever seen in a console game – most impressive are the stages which use Mode 7 to create such delights as the landspeeder levels and Death Star battle sequences; simply awesome. A special mention has to go to THE best music ever heard in a video game. JVC have converted the Star Wars tunes note for note, with instruments sounding so real you'll want to whack up the volume, shut your eyes and pretend you're at the cinema! Super Star Wars is platform action ahoy with bits bolted on. Sprites and backdrops are perfect, there are lots of levels and none of them are a pushover – and because you're only given three continues it's going to take some serious

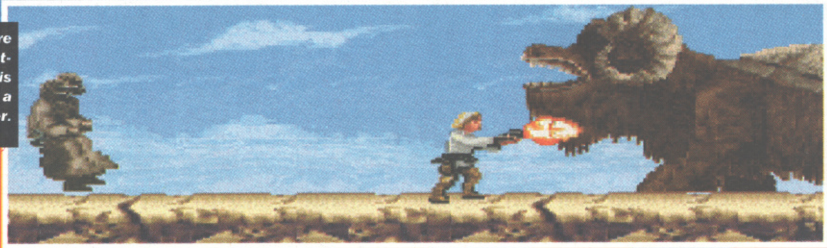

Don't look now, but Obi Wan Kenobi is right in front of you.


That's not Obi Wan – it's Alec Guiness lightly wrapped in an old blanket!

WHICH ONE WILL YOU CHOOSE?

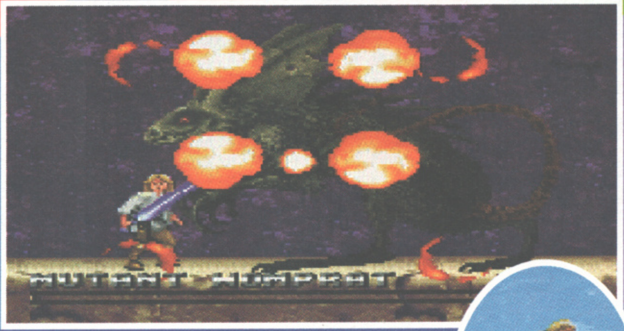
You've seen the film countless times and wished that you could be Han, Chewie, Luke or even Princess Leia. In Super Star Wars, you can do just that! Beginning the game with Luke, the further into the proceedings you get the more characters become available to you. Chewbacca is the first hero you'll meet - he's at the Cantina in Mos Eisley spaceport, and you can choose to beat up the patrons using either the Wookie or young Luke Skywalker.


And the Sandperson is toast!


The light sabre is actually better in this situation than a blaster.

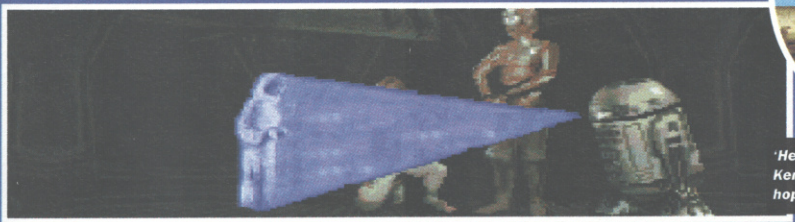
DESERT RATS

The first nasties you'll encounter are Womp Rats which, if you're an avid fan of the movie, you'll remember as the creatures Luke used to bullseye in Devil's Canyon! As you progress, you'll come face-to-face with ever-more weird and wonderful nasties, from scorpions that split in two when you blast them, to Jawas on jetbikes, Sandpeople and the Empire's crack Stormtroopers. Some are more dangerous than others, especially the lads that carry heavy armoury with them, so watch your step!



If a twelve-foot Womp Rat was exploding in front of you, wouldn't you be legging it out of there?

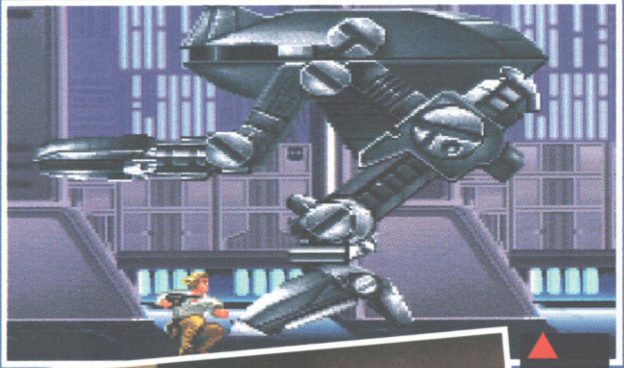
Yuk!



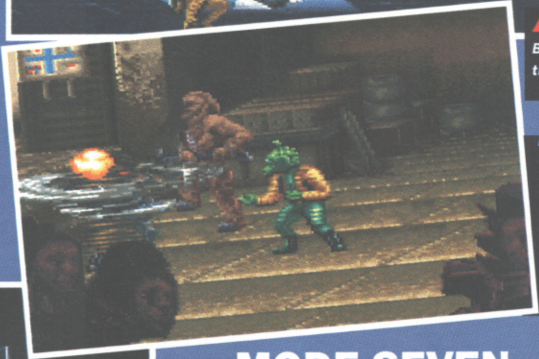
'Help me Obi Wan Kenobi, you're my only hope.'

LET'S LOOK AT THE LEVELS!

While the programmers have used a bit of artistic license, Super Star Wars actually follows the plot of the movie quite closely. Starting on foot in the Dune Sea, you then pick up your landspeeder and head toward the Jawas' Sandcrawler inside which R2-D2 is held captive. Following this you must scuffle with the Sandpeople and their Banthas before picking up Obi Wan Kenobi and heading for Mos Eisley and the Cantina where you hire Han Solo, Chewbacca and their ship, the Millennium Falcon. Blast your way through the Death Star and jump into the cockpit of an X-Wing fighter as you attempt to destroy the Emperor's deadliest weapon in a stunning 3D shoot-out – the graphics may look good in these shots, but Super Star Wars has graphics that really have to be seen to be believed!



▲ *Blimey, that's big!*



No-one messes with Chewie – especially not these low-life Cantina patrons.

USE THE ICONS, LUKE!

GUN: Powers up your blaster.

LIGHT SABRE: Lengthens your energy bar.

HEART: Replaces lost energy.

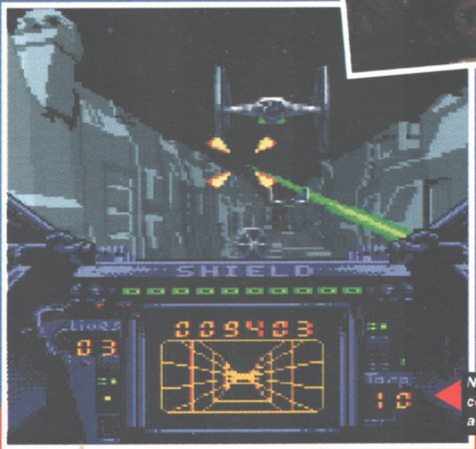
BIG HEART: As small heart, but adds more energy.

SHIELD: Short-term invincibility.

DETONATOR: Clears screen of enemies.

DARTH VADER HELMET: Bonus points.

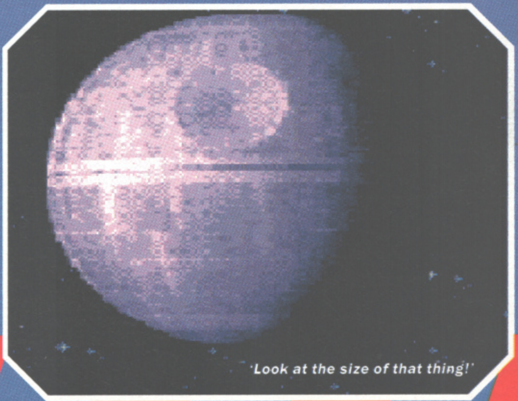
TIMER: Increases time left to complete level.



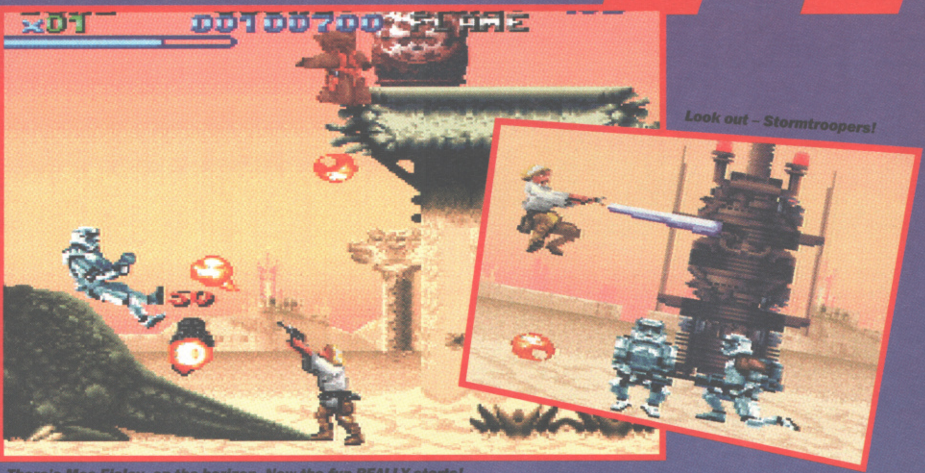
Not long to go before the ventilation shaft comes into view; ready your torpedoes and watch out for those TIE-Fighters!

MODE SEVEN HEAVEN!

Thank the Lord for the Super Nintendo's Mode 7! Those computer whizkids down JVC way have pushed those custom chips to their limit, to give some amazing levels of into-the screen action and excitement! Blow up Jawas in your landspeeder as you attempt to make it first to the Sandcrawler and then the Cantina at Mos Eisley, and be awe-struck by the incredible end stage as you hurtle down a canal in the Death Star while pursued by TIE-Fighters. Brilliant!



'Look at the size of that thing!'

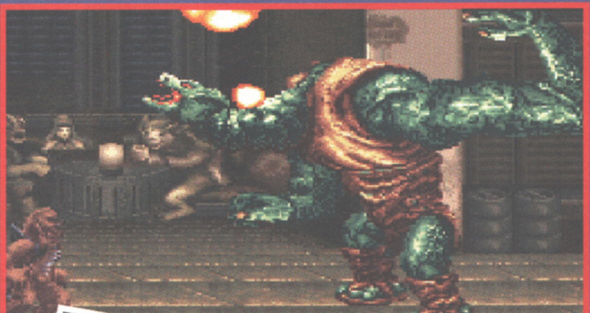


Look out – Stormtroopers!

There's Mos Elsley, on the horizon. Now the fun REALLY starts!

KILL 'EM ALL!

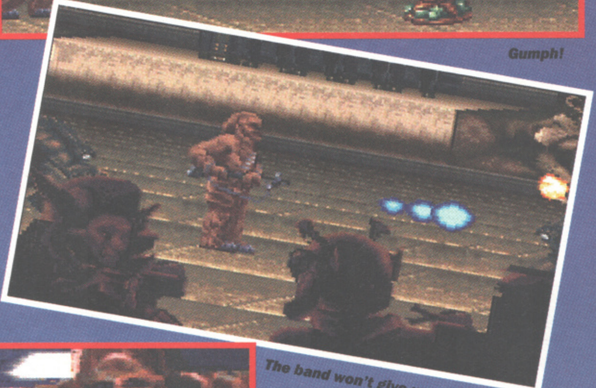
At the end of each level is a guardian who bars the way to the next stage of the game. First up is a Sarlac Pit Monster - a bit strange, considering that it didn't make an appearance until the last film in the trilogy, Return Of The Jedi. From here, you'll run into all manner of beasties, from Banthas to big robots; each of which has an energy bar which must be fully depleted before it will eventually roll over and allow you to get to the next level.



Gumph!

NOW HERE'S A REAL LIGHT GUN!

Luke begins with his trusty blaster, but after meeting up with Obi Wan Kenobi young Skywalker inherits his father's Light Sabre - the weapon of a Jedi Knight. You can switch between both, and the blaster can be powered up by picking up the gun icon which is occasionally dropped by baddies.



The band won't give up that easily.

A pair of likely lads, if ever there were.

THANKS...
..to Shekhana Consoles (081 889 9412) for the Review cartridge.

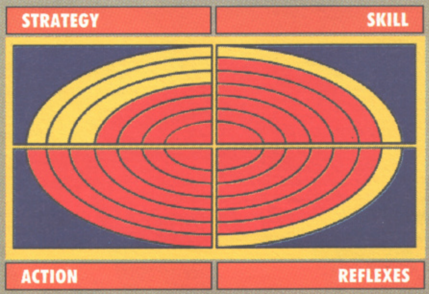
I don't ever remember any game getting me in such a frenzy since I first bought a SNES. I've never seen as many people move so fast as when I first turned this on. Super Star Wars got the whole of CVG towers into the games room as everyone fought to get a look at what was making such brilliant noises! So it's fair to say that Super Star Wars made quite an impression on us, and so it should. The game features some of the best graphics yet seen on the SNES, especially on the amazing X-Wing level! As for the most important aspect of the game – gameplay – there's no worries there at all. It's absolutely rocks! You've got a stack of levels to get through and it will take you ages to get anywhere. But the difficulty level has been pitched just right – you get that little bit further every time – and it's sooo addictive! Some importers may be charging outrageous prices for this but I'd recommend you get it – whatever the cost!

PAUL ANGLIN

Super Star Wars is an ultra movie-like experience. From the opening intro, with its booming Star Wars soundtrack and laser effects, to the animation sequences that separate the levels, you know your money has been well spent. The game is as entertaining as it is challenging; the action flows along logically and scrolling is near-perfect. Special effects, previously only seen in Axelay, make the backdrops as mesmerising as the scores of sampled sound effects that include Chewbacca's howl, scorching gun noises and Jawas' screeching. It's a little hard at first, but only in a couple of places are you unfairly robbed of life, and even then you'll find a way around the problem. The game even incorporates a feature that lets you scroll around the surrounding area before making a vital leap, to see what's below. This is the best platform/arcade adventure I've played for a long while and, at £60, it's almost worth it!

STEVE KEEN

GRAPHICS	%	93
SOUND	%	98
GAMEPLAY	%	92
VALUE	%	94



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SPIDER-MAN AND THE X-MEN

ARCADE'S REVENGE

SUPER NINTENDO

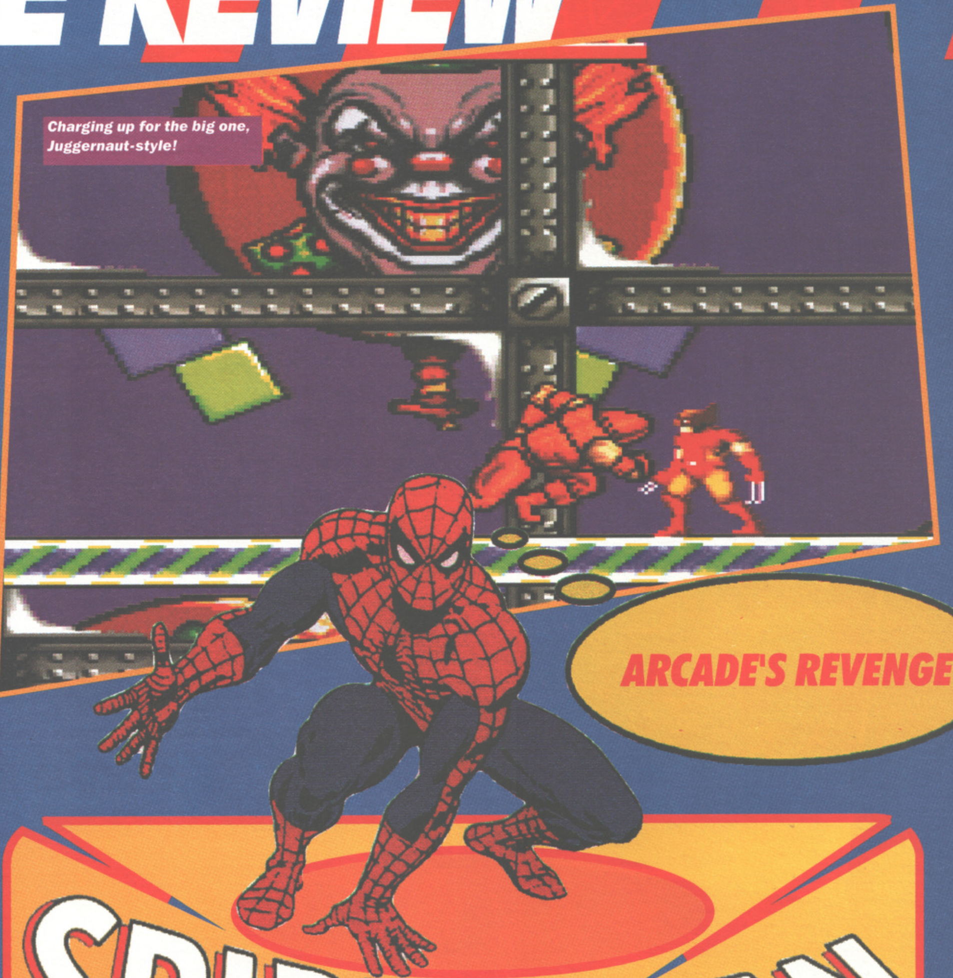
PLATFORM

BY NINTENDO
£39.99

All but one of the notorious Super-Hero team, the X-Men, have mysteriously disappeared and only Gambit remains at liberty. On a routine night crawl, Spidey spies Gambit's shady silhouette in a back street. Just as the webbed wonder is about to swing down for a chat, a garbage truck pulls up alongside and sucks the last X-Man into its belly! The quick thinking crawler speedily attaches a Spider-tracer onto the truck and swings off into the night, hot on Gambit's trail. It turns out the whole gang's been imprisoned by the kooky assassin, Arcade. He's manufactured a massive million-dollar fun fair and filled it with diabolical traps, games and deadly toys. It's here that you pick up the scent and begin your adventure! Are you man – or spider – enough to rescue the team and escape the arcade?

This is the Spider Man game we've all been waiting for! Not only can you control your favourite wall-weber, but his buddies as well! Each character is excellently drawn and animated, but it's Parker who steals the show with his arachnid acrobatics. With five heroes to choose from, all with their own special abilities, it's hard to see how this can fail. And there are hordes of baddies, not to mention ten super-villains, to ensure a Marvel-ous time! With the five different characters comes five different playing styles. This might put you off at first as one or two of them are quite slow moving, but don't let this dissuade you from playing right through. Other sections will more than make up for these minor short comings. Spiderman and the X-Men remains stylish and bright and if you can put up with the annoyance of only having four lives to play with, you'll have a riot.

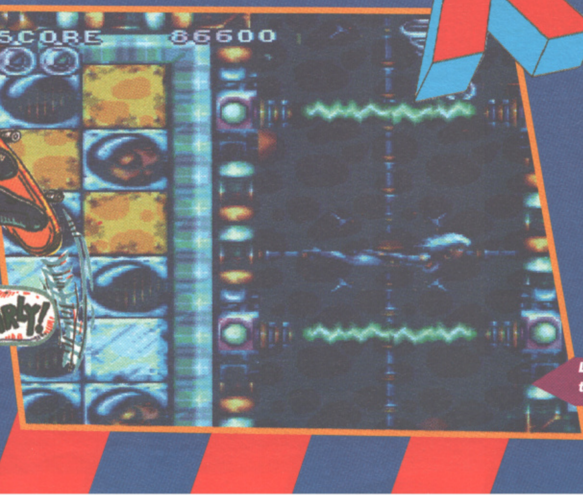
STEVE KEEN



Charging up for the big one, Juggernaut-style!

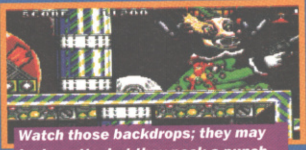
LET THE GAMES BEGIN

After finding the trapped Super-Heroes, the fun really starts! Arcade challenges each of the captives to two events inside his amusement park. Each stage is designed to test their particular strengths and weaknesses: you can select any character in any order, but you only have four lives which must be shared between the whole crew.



Low on oxygen and no sign of an air pocket - things are looking rough!

Spidey in full swing.



Watch those backdrops; they may look pretty, but they pack a punch.

SPECIAL TREATMENT

Spidey's got an extra special treat waiting for him. The 'Spider-Slayers' are hurling bags of exploding cement on his head, welding droids blast him with lasers and the steel reinforcement bars are charged with electricity. Up in the girders it's a super-villain party! Shocker is waiting to shake your hand, with N'Astirh waiting in the wings for seconds! Carnage and Rhino are just around the corner, and all that is before you face the final fight with Arcade. Let's hope you're wearing stain resistant undies today!

WELCOME TO MY NIGHTMARE!

APOCALYPSE - The intelligence of a genius, the reflexes of a machine and the strength of an ox! Apocalypse is like a Canadian Mountie - he always gets his man.

JUGGERNAUT - This man-mountain hates nothing more in the world than Professor X and his gifted youngsters. Weighing in at 900 pounds, you'd better keep well out of his path!

SENTINELS - Robotic terminators of the future. These Omega Series Hunters are said to be responsible for the death of the X-Men in years to come. Their hyper-tough shielding makes them nearly indestructible, but they aren't invented until the 21st century!

CARNAGE - Another creature of incredible strength, Carnage is the result of a psychic fusion between man and sociopath! He can turn his skin into solid darts, which he uses to pepper the enemies.

MASTER MOLD - A huge robotic creature that houses Scott Summers, a prisoner of his own metal shell. Master Mold holds Cyclops responsible for his state and, with his monstrous size and weaponry, seeks to destroy the X-Men.

SHOCKER - Wears a foam-lined synthetic costume capable of deflecting the mightiest blows. His vibro shock-units create a series of high-pressure blasts that cause major damage to the human body.

BLACK QUEEN - This babe's between two and three thousand years old, but she can trade blows with the best of 'em. Her strength, speed and stamina are many times greater than normal. She can also move objects with her psionic powers.

N'ASTIRH - Black magic is this creature's speciality, but he can also fly and hold his own in a fight!

RHINO - Mutagenic chemical and radiation treatments provided this guy with superhuman abilities. The result: a colossal super-villain with a nasty reputation for always attacking problems head-on!

PICKING YOUR PICK-UPS

CYCLOPS

BONUS LIFE - Adds one life.
EXTRA ENERGY - Increases your energy level.
ENERGY BONUS - Blast the cart for full energy.
POWER BLAST - Defeat any enemy with one optic blast.

STORM

BONUS LIFE - Adds one life.
AIR SUPPLY - Increase your supply of air bubbles.
LIGHTNING STORM - Gives the power to release streaks of lightning in every direction.
WHIRLWIND - Blast the oysters and pick up pearls for this protective shield.

GAMBIT

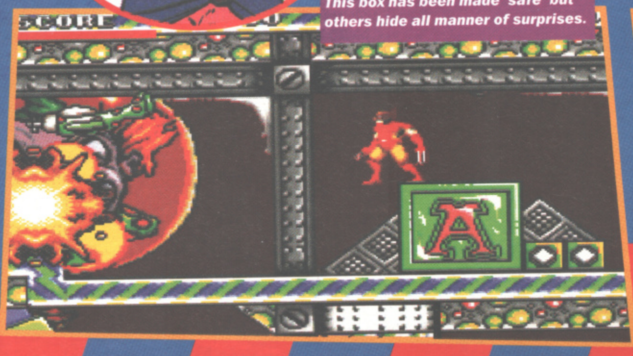
EXTRA ENERGY - Increases your energy level.
LUCKY STAR - An extra life for 100 stars.
BALL BONUS - Rolls the Doom Ball backwards.
FULL DECK - Gives you a complete deck to play with!
PLAYING CARD - Increases your stock of cards by seven.
BONUS 'B' - Gives 26 cards and half your energy.
DIAMOND - 500 points.

WOLVERINE

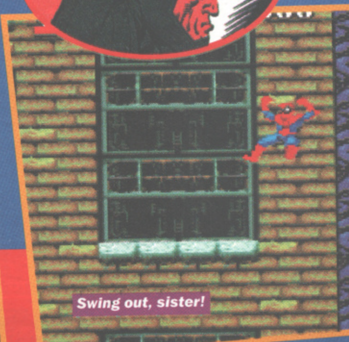
BONUS LIFE - Adds one life.
EXTRA ENERGY - Increases your energy level.

SPIDER-MAN

BONUS LIFE - Adds one life.
EXTRA ENERGY - Increases your energy level.
SILVER SPIDER - 50 points.
GOLD SPIDER - 100 points.
RED SPIDER - 500 points.
DIAMOND - 100 points.



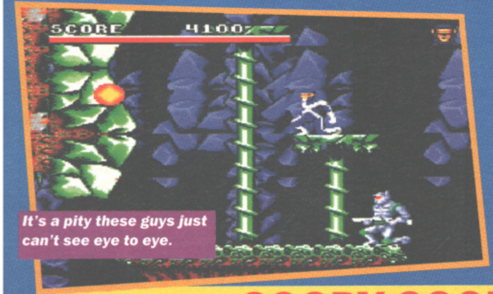
This box has been made 'safe' but others hide all manner of surprises.



Swing out, sister!

Ya, boo, sucks!

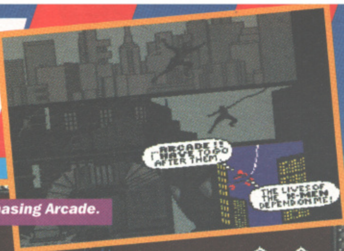
CVG 3 PAGE REVIEW

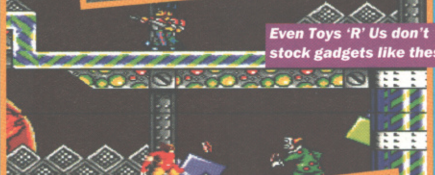


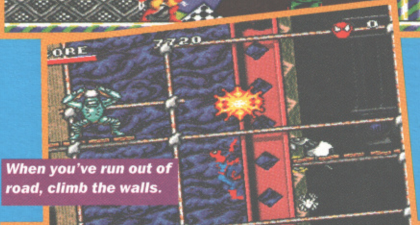
It's a pity these guys just can't see eye to eye.

HOUSE OF HORRORS

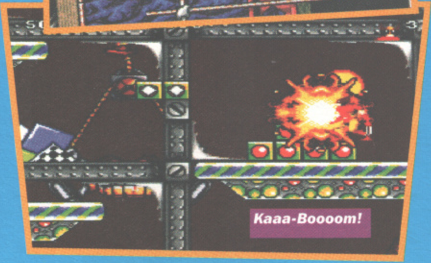
Just a few of the traps and terrors that await the team are giant buzz-saws, huge toy soldiers and crazy cackling clowns that hound Wolverine. Spider-Man has to deal with bomb and concrete-throwing monsters, scaffolding and metal mesh girders that entangle him. Where as Storm's in the water fending off razor-toothed piranha and spear-firing scuba-divers! Bazookoid-blowing mutants and plasma-shooting droids hassle Cyclops whilst massive spiked pinballs, manic chess pieces and revolving platforms abound for Gambit. And that's just for starters! Get to the top of a level and you've then got to rumble with the super-villains!


ARCADE!! I HAVE TO GO AFTER THEM.
THE LIVES OF THE X-MEN DEPEND ON ME!
Chasing Arcade.


Even Toys 'R' Us don't stock gadgets like these!



When you've run out of road, climb the walls.


Kaaa-Boooom!

GOODY GOODY YUM YUM!

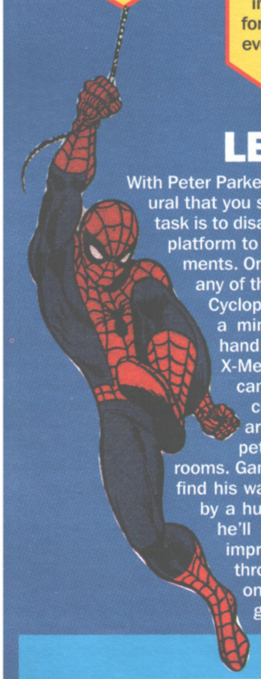
Bitten by a radioactive spider, Peter Parker gained the strength and agility of said creepy crawley! He can stick to walls, spin webs and detect danger with his advanced 'Spider Sense.

With the ferocity of a beast and the skills of an international secret agent, Wolverine is one of the most dangerous men alive! Some time in his murky history his skeleton was laced with Adamantium, and with claws installed in his forearms, he can even cut through solid rock.

Scott has the awesome ability to fire beams of devastating energy from his eyes. He is the leader of the X-Men's Blue Strike Force and, without the special ruby-quartz visor, he can never open his eyes without endangering those around him

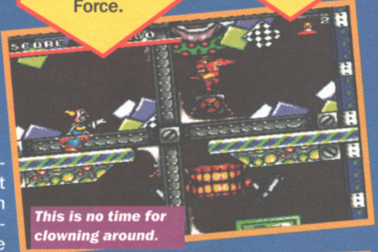
The elemental marvel can control the weather to the point of generating awesome lightning bolts. But it's her strength of character and understanding that makes her the admired leader of the X-Men's Gold Strike Force.

The cunning Cajun has speed that defies logic and a smile to warm the fiercest heart. If that doesn't work he also has the power to energise objects and deep-fry any target crazy enough to get in his way!

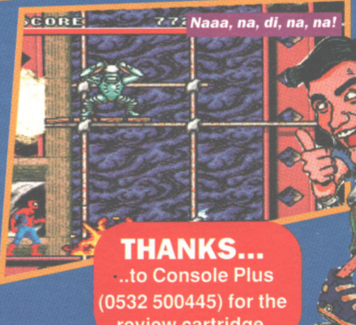


LEVEL IT OUT

With Peter Parker first seeing Arcade's truck, it's only natural that you start the game with Spider-Man. The first task is to disable the security system by swinging from platform to platform and webbing the gun emplacements. Once inside Arcade's base, you can choose any of the heroes to continue the challenge with. Cyclops' challenge takes him underground into a mining shaft, eventually battling hand-to-hand with Master Mold. Arcade knows the X-Men's powers very well and, because Storm can fly, places her in a series of flooded compartments which are difficult to move around in. She must avoid the perilous pets and find the valves to flood the right rooms. Gambit's task is much more manic. He must find his way through the level whilst being chased by a huge spiked pinball! Get through that and he'll face the Black Queen. Wolverine is imprisoned in the fun house. Slashing through his enemies will be easy at first, but once at the top he'll have to deal with Juggernaut and a ton of trouble!



This is no time for clowning around.



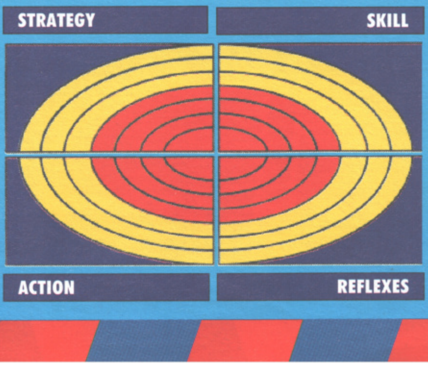
Naaa, na, di, na, na!

THANKS...
..to Console Plus (0532 500445) for the review cartridge

Spider-Man and the X-Men takes the form of a platform adventure starring some of the most successful Super-Heroes of all time. The game's great strength is its depth of gameplay. You start the game controlling the web-slinger himself and you move on to controlling the X-Men. The beauty of it is that all the levels change according to who you control. The only gripe that I have with Spider-Man is that the graphics don't look too impressive. They're a little small, but well detailed and brilliantly animated, so there's no real problem. When I first sat down to play Spider-Man I was horrified. The first level seemed crap! But once you make it into the game properly it's action all the way with the Uncanny X-Men.

PAUL ANGLIN

GRAPHICS	%	82
SOUND	%	80
GAMEPLAY	%	80
VALUE	%	80



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Ecco the DOLPHIN

MEGADRI

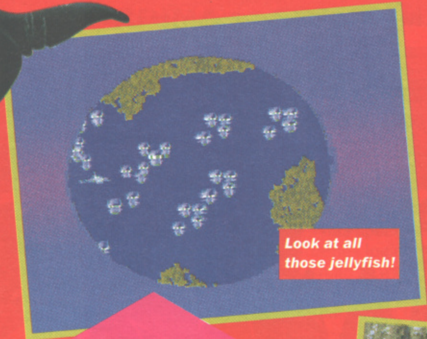
ARCADE

BY SEGA
£39.99

All was silent in the big blue. The only noise to be heard was the sound of the waves crashing against the base of the cliffs. Then suddenly Ecco appeared into the emptiness. He had been searching for his family for days, ever since they had been mysteriously whisked away by a huge wall of water that had swept all life out of the ocean. Somehow, Ecco had managed to escape the disaster and had been searching for any other survivors all this time. He had sung all the songs he could remember to try and call to others but the silence remained unbroken. Ecco had to keep moving; he had to find his family. But he was all alone in a big ocean that was new and unfamiliar to him...

The first thing to hit you about Ecco is its incredible graphics. They really are stunning; animation is beautiful and the ocean atmosphere has been captured perfectly. The music is suitably soothing and, although some of the sound effects aren't the best ever, they add a fathomable depth. In terms of gameplay, Ecco stands head and dorsals above anything seen in recent months. It starts off difficult and gets harder, but you'll be so pleased when you eventually work out the puzzles. Some will have you swimming round in circles for ages as you try to figure out such things as how to rescue the little dolphin without going past the Octopus! Ecco may seem a bit wet at first, but believe me, once you've dived into its amazing depths, you'll never look back!

PAUL ANGLIN



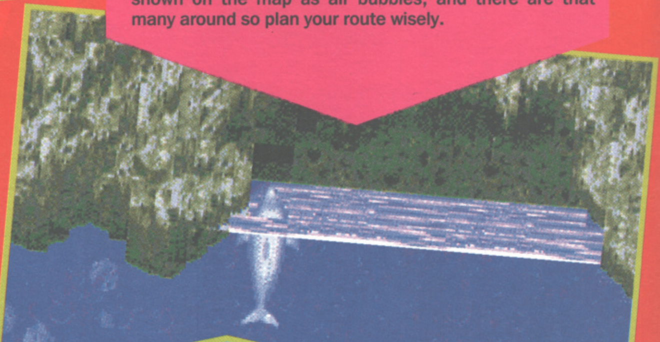
Look at all those jellyfish!

TAKE A DEEP BREATH

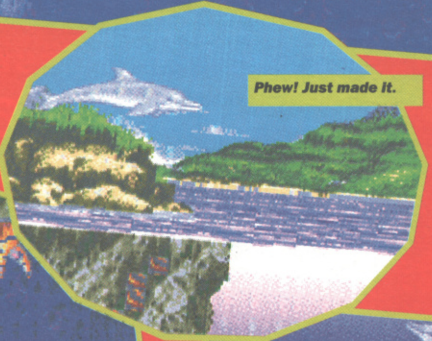
As anyone who has ever seen an episode of Flipper will know, dolphins cannot breathe underwater - they must constantly come to the surface for air. Ecco is no different; if you leave him underwater for too long his oxygen meter will run out. If this does happen Ecco will simply draw off his life meter until that is gone and he becomes an ex-dolphin. You can fill Ecco's lungs in two ways - if there is enough space, Ecco can jump out of the water and fill his lungs with air but if there are only tiny little gaps Ecco can just poke his nose out and take a few deep breaths. Also, if Ecco manages to find a secret underwater air pocket he can refill from there. These are shown on the map as air bubbles, and there are that many around so plan your route wisely.

IT'S OUT THERE SOMEWHERE

Dolphins emit a high-pitched sound which they use to talk to each other and also as a kind of sonar. Ecco uses this ability to view the layout of the area he is in. This is extremely useful when you're trying to locate certain objects, as they will all appear on the screen in map form. The sonar also comes in handy when you find other lost creatures, such as other dolphins and the odd killer whale. By firing a sonar at these, Ecco can chat to them and gain useful information about his quest.

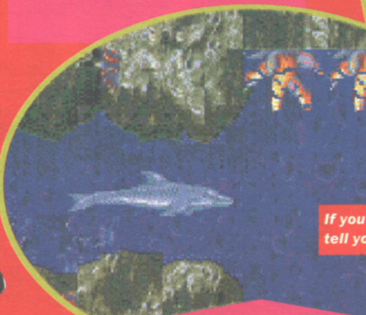


Ahh, that's better.



Phew! Just made it.

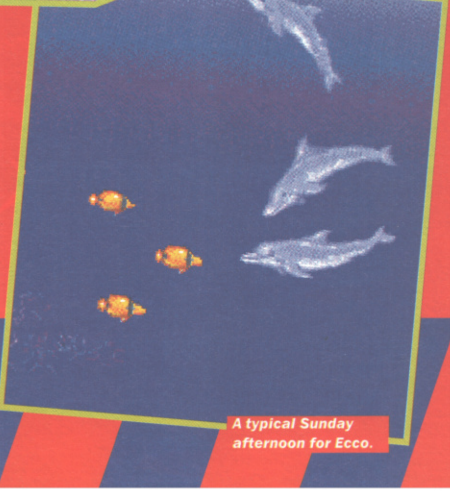
THANKS to Shekhana Consoles (081 889 9412) for the review cartridge.



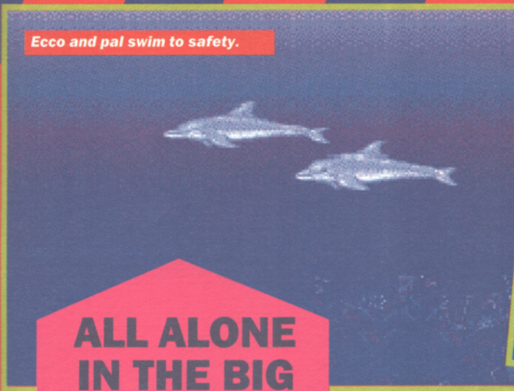
If you ask nicely, it'll tell you a secret.

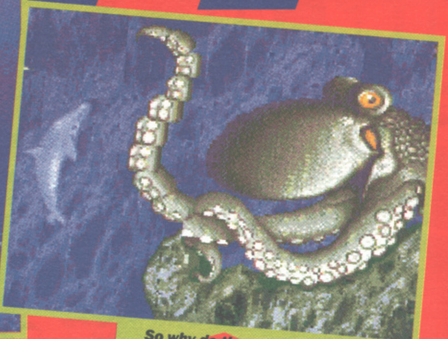
CRYSTAL BALLS

During his travels, Ecco will come across Glyphs – special crystals that contain vital information about your quest. They can offer information or give you the power to move other Glyphs out of the way. You can use Glyphs in two ways – those that give you powers have to be barged, but others that give you messages must be contacted using your sonar. The Glyph will then give you it's message and the info that you get can be that important bit you've been searching for for ages or as useful to Ecco as knitted gloves. But don't forget – a lot of the secrets to levels are hidden inside Glyphs.



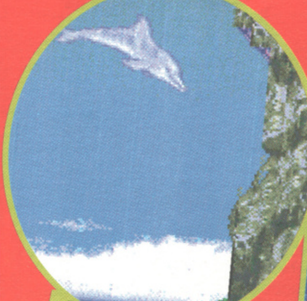
A typical Sunday afternoon for Ecco.

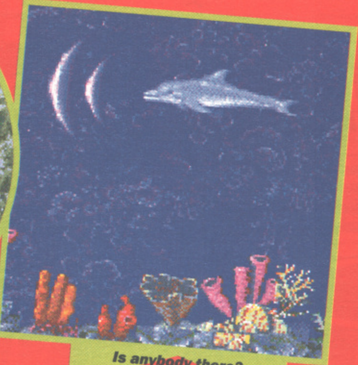

Ecco and pal swim to safety.

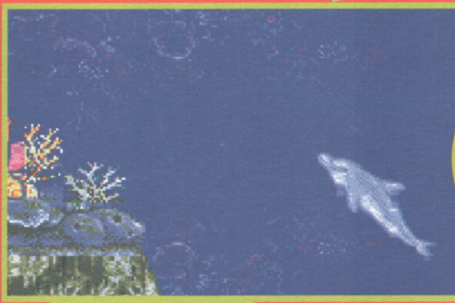

So why do they call you Eight Arms?

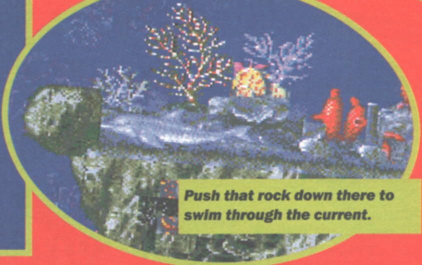
ALL ALONE IN THE BIG BLUE

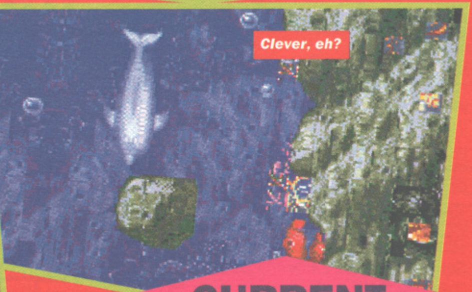
During the search for his family, Ecco will come across a number of young dolphins that have also become lost due to the storms. It is your job to rescue them and get them safely back to their pods (just in case you don't know, a pod is a group of dolphins). When you see a lost dolphin, fire your sonar at it and it will ask you for help. Swim slowly in front and it will follow you. You have to be extra careful when swimming through tight hazards though, because the youngsters can't take much of a battering.

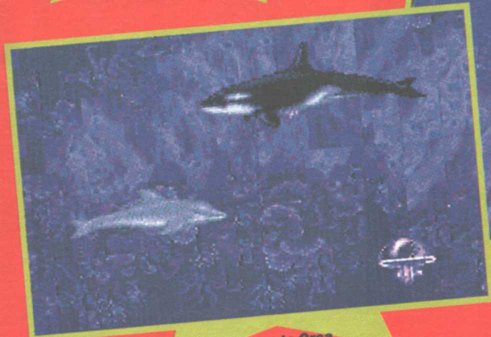

That's got to be worth ten points.

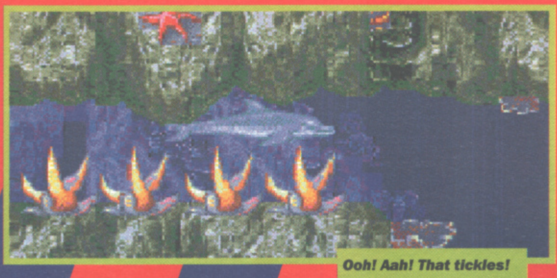

Is anybody there?


It's really quiet down here.


Push that rock down there to swim through the current.


Clever, eh?


Ecco meets Orca.

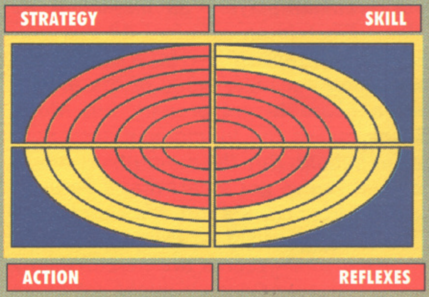

Ooh! Aah! That tickles!

CURRENT AFFAIRS

Ecco's biggest obstacles are strong currents. You'll spend ages hitting the speed button frantically, trying to get through the current, but don't bother because you can't. If you look at the map you will see orange dots on the screen – these represent movable rocks. If you want to swim down a chasm and there's a strong current pushing upwards, the only way to get through it is to find one of the movable rocks. Push it into the current and swim behind – easy when you know how.

Games about dolphins are nothing new. Actually, they are; to my mind, this is the first video game featuring a dolphin as the main character. I approached Ecco with some reservations; after watching Anglin playing for a short time, it seemed to me that the action was minimal and slightly tedious. And wasn't I wrong! This is one of the best games you'll play on the Megadrive, or any other format for that matter. Graphically you can't fault it; definition and animation is first class, and there's a stunning shimmering water effect which has to be seen to be believed – and even then you won't believe it! There's a bit of map-making in there, as well as a bit of puzzle-solving, a hint of arcade action, a touch of rescuing – in fact, there's a whole heap of different genres lumped into this one classy package. Looks can be deceiving, and if you think Ecco looks dull you'd be right. But buy the game, settle down with your joypad and prepare to be amazed!

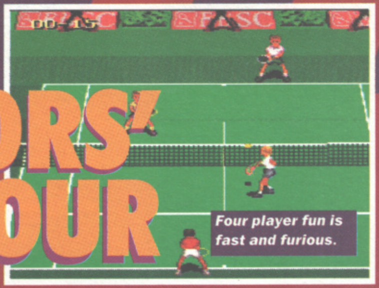
PAUL RAND



GRAPHICS	%	96
SOUND	%	89
GAMEPLAY	%	94
VALUE	%	94

CVG
94
CVG

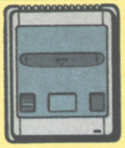
JIMMY CONNORS' PRO TENNIS TOUR


Four player fun is fast and furious.

SNES

SPORT SIM

BY UBI SOFT
£44.99

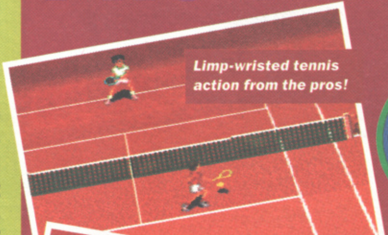


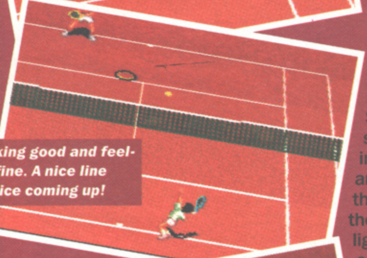
There have been a lot of famous tennis champs over the years and although Jimmy Connors is well known you could hardly say that he's more famous than John McEnroe or Bjorn Borg. After all, both of them had computer games named after them years ago. Even Jahangir Kahn, the squash king, has licensed his name. So it's about time that Jimmy got in on the racket. And it's only fitting that Jimbo takes his place with the rest of the greats with a game that outclasses all his contemporaries'!

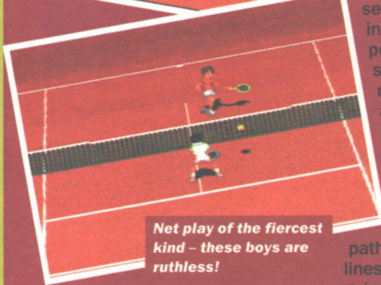
At last there's a serious contender to Super Tennis on the SUPER NINTENDO! Jimmy Connors' Tennis has more shots and more potential than any other tennis game you've ever seen! The sprites are perfectly animated, the scrolling and accuracy of shots spot on and the tons of world-ranked players as intelligent as Albert Einstein on caffeine! All this brilliance is wrapped up in a fabulously presented package; some of the menus are a chore to get around, but Mode Seven makes the tournament screens a joy to behold. Buy the multi-player adaptor and you've got a cart that'll be used for life! It's fast, it's fun, it's simply brilliant – even the music scores are fierce! Jimmy Connors might not be as immediately playable as Super Tennis, but there's far more mileage in it. If you want a real challenge buy this game now – it serves up what is the best tennis game on the SNES.

POPTASTIC, MATE!
DAVE

STEVE KEEN


Limp-wristed tennis action from the pros!

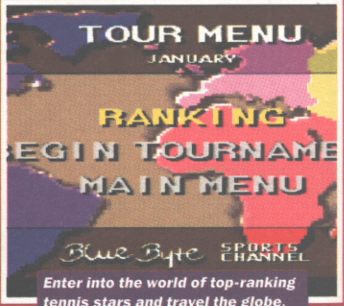

Looking good and feeling fine. A nice line service coming up!


Net play of the fiercest kind – these boys are ruthless!

EXHIB
START
CONT
TRAI
And here's your host, the young Jim and boy has he got a challenge for you!

MENU HEAVEN

There are scores of menus, tournaments and options to go through. One of the most useful is Training. A choice selection of pro tennis players are on hand to practice with you. Everything from backhand to net-play is covered, including that all-important service instructed by none other than Garth! We hope you prove to be a better player than the CVG Ed!


TOUR MENU
JANUARY
RANKING
BEGIN TOURNAME
MAIN MENU
Blue Byte SPORTS CHANNEL

Enter into the world of top-ranking tennis stars and travel the globe.

HOT SHOTS

Serving's a bit of an incident, with six different types available including slice serve, soft serve and just plain, full-force smack into the opponent's court! Hold down the selected button and steer the lightning fast cursor into the proper section of the court before releasing the ball at the desired position. Some incredibly sneaky shots can be achieved, the most notable being those scorching aces. Master a good serving technique and you'll be the scourge of the tennis circuit!

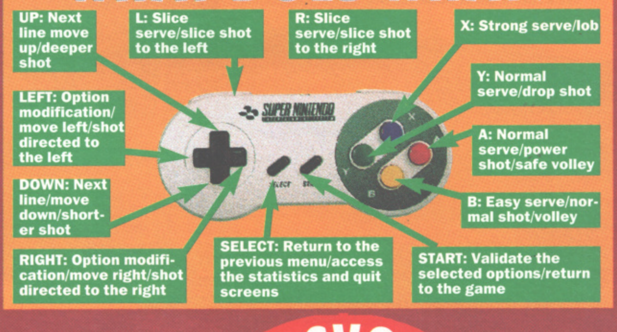
ON YOUR TOES!

Timing is vital in tennis games and the difference between swishing pathetically at thin air and sending a red-hot demon of a shot down the tram lines is considerable. You can often gauge where you opponent's shot is going to land and, if you can get to the spot before the ball, you can pull back your racket, hold it to increase the strength of shot and release a return with more power than that stored on the National Grid!

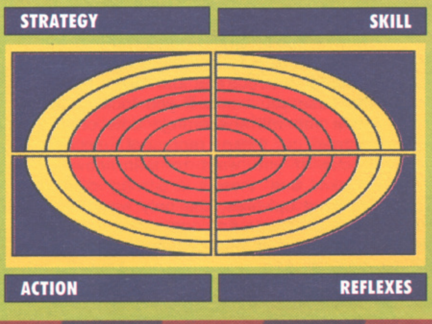
FUNNY FRIENDS

One of the hottest aspects of Jimmy Connors' Tennis is the ability to play against three other human opponents! Every combination of play has been thought of: human and computer against human and human for doubles matches, human and computer against computer and computer and so on. The four-player option is achieved by plugging in a special multi-adaptor. Unfortunately, you can't get your hands on this bit of kit yet! It'll be bundled with Ubi Soft's next SUPER NINTENDO cart, Dyna Blaster – not at all a reason to make you buy more games!

WHAT DOES WHAT?

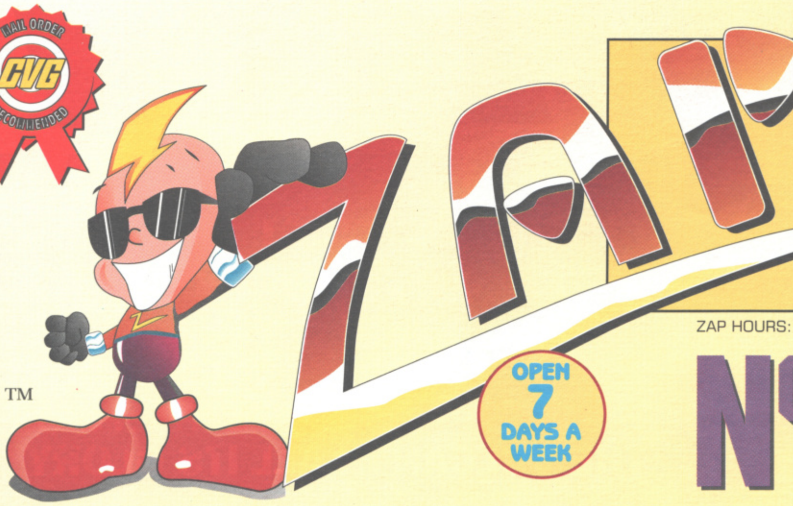

UP: Next line move up/deeper shot
L: Slice serve/slice shot to the left
R: Slice serve/slice shot to the right
X: Strong serve/lob
LEFT: Option modification/move left/shot directed to the left
Y: Normal serve/drop shot
SUPER NINTENDO
A: Normal serve/power shot/safe volley
DOWN: Next line/move down/shorter shot
B: Easy serve/normal shot/volley
RIGHT: Option modification/move right/shot directed to the right
SELECT: Return to the previous menu/access the statistics and quit screens
START: Validate the selected options/return to the game

GRAPHICS	%	89
SOUND	%	85
GAMEPLAY	%	93
VALUE	%	91



CVG
93
HIT

MAIL ORDER CVG RECOMMENDED



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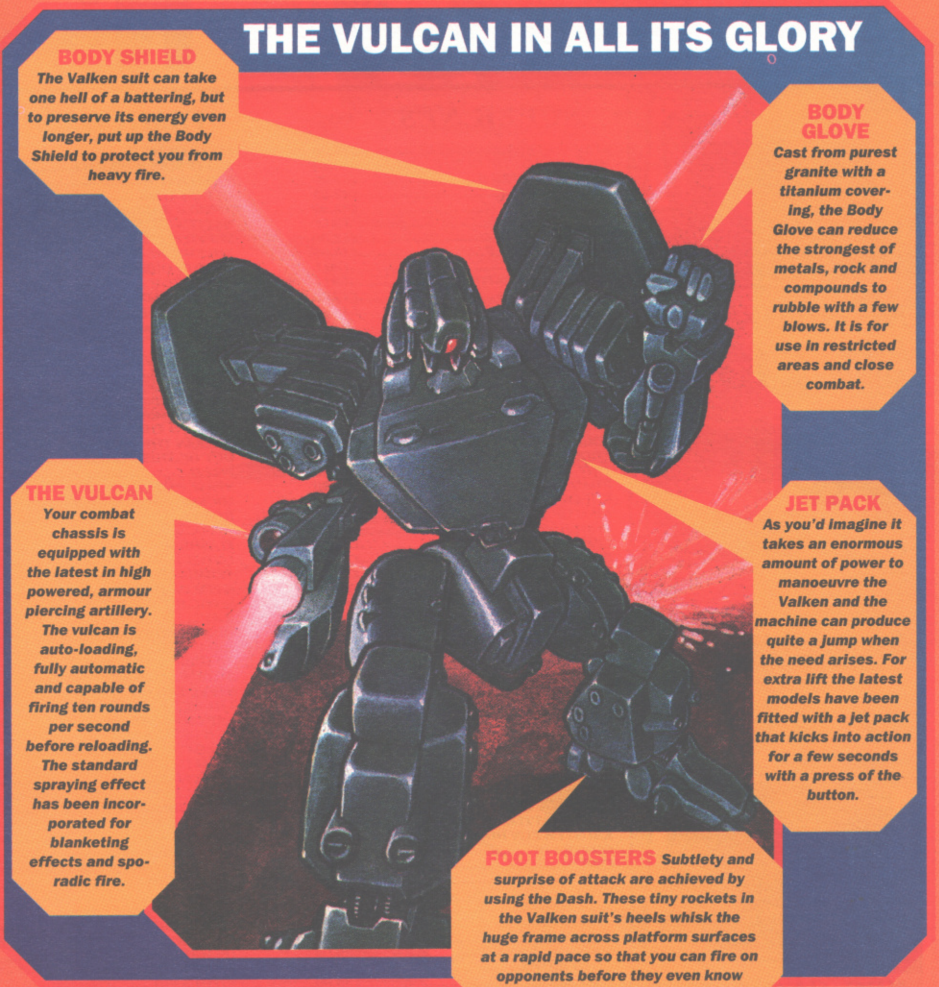
CYBERNA

Cybernator sees future earth running out of the fossil fuels that power Earth's generators and heat the world's homes. Things look bleak but luckily, in our near future astronauts discovered a distant moon that was rich in fuel and began mining it to ship back to Earth. However, a rival world had designs on the energy themselves and sent a massive task force to the moon to grab the goodies. That's when the Valken were created; huge armour-plated, blast-resistant body suits, small enough to infiltrate the enemy's massive carriers yet powerful enough to blow eight types of crap out of them! Years later, the war is still raging and a young Marine-trained Valken warrior is about to embark on his debut mission - that warrior is you!

There's tons to tear apart in this game and it's hard; harder than Paul Anglin's head! The Valken sprite issized to give a good perception of its true weight and power. The animation's great too, as the beast stomps backwards and forwards, swinging its massive arms in wide circles, peppering the decks with bullets. Some enemy marines will eject from their doomed suits, get up and start running around your ankles! On later levels they try and grenade you from underneath, but you can rip the midgets to shreds with machine gun fire – excellent! Everyone else has gone completely ape over this cart, but I don't like it as much as, say, Axelay or Super Aleste. For one, there are only three credits and if you fail a level you'll go way back to the beginning. Also, the constant interruption by needless text, often four or five paragraphs long, drags the game down. However, the feel of controlling the huge robot and the pace of action make Cybernator one of the best blasts available.

STEVE KEEN

THE VULCAN IN ALL ITS GLORY



BODY SHIELD *The Valken suit can take one hell of a battering, but to preserve its energy even longer, put up the Body Shield to protect you from heavy fire.*

BODY GLOVE *Cast from purest granite with a titanium covering, the Body Glove can reduce the strongest of metals, rock and compounds to rubble with a few blows. It is for use in restricted areas and close combat.*

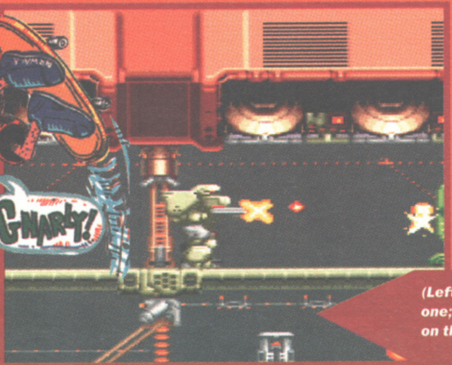
THE VULCAN *Your combat chassis is equipped with the latest in high powered, armour piercing artillery. The vulcan is auto-loading, fully automatic and capable of firing ten rounds per second before reloading. The standard spraying effect has been incorporated for blanketing effects and sporadic fire.*

JET PACK *As you'd imagine it takes an enormous amount of power to manoeuvre the Valken and the machine can produce quite a jump when the need arises. For extra lift the latest models have been fitted with a jet pack that kicks into action for a few seconds with a press of the button.*

FOOT BOOSTERS *Subtlety and surprise of attack are achieved by using the Dash. These tiny rockets in the Valken suit's heels whisk the huge frame across platform surfaces at a rapid pace so that you can fire on opponents before they even know you're there.*

BRIDGING THE LANGUAGE BARRIER

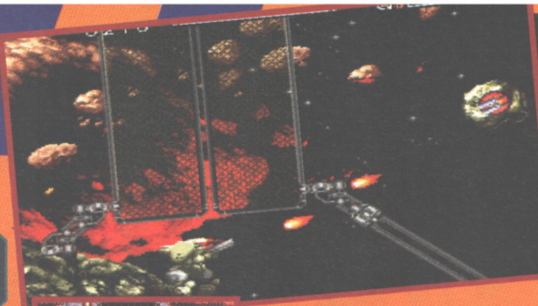
If you're going to get hold of a copy of the game, make sure you get a UK or USA version. It's loaded with on-screen text and, unless you've got a degree in Japanese, the oriental cart will be a real disappointment. Character story lines crop up everywhere to tell you the latest in interplanetary news and how the war is going. The plot changes with your actions, so if you can't understand the text you'll be up the creek without a boat!



(Left) One-on one; my money's on the grey boy!

(Right) Bombarded by unripe banana skins – whatever next!

TOR



Trouble in the roof-tops.

HOW ABOUT A PICK-ME-UP?

Shuffling around in a $7 million combat suit, the last thing you want to do is run out of juice! Power-ups are scarce, but tend to come along just as you need them. You can get your hands on them by blasting special metal boxes on the platforms or by smashing certain robotic foe. The three types are:

[H] - Restores a mild amount of energy and laser protection to the suit.

[P] - Powers up your chosen weapon to inflict even more damage.(seven [P] capsules will add one extra pulse of fire-power to your arms).

[W] - Gives you an extra weapon to use in sticky situations.

MOVIE MAGIC

Anyone who's into top Jap cartoons like Akira will probably be gagging at the sight of Cybernator. The huge robot is almost certainly based on the characters that appear in Gundam, an ultra-violent Japanese. movie and comic in the style of the aforementioned flick. In the film, the nations of the world are engaged in war, but instead of fighting with tanks they use the massive machines featured in this game. The battles take place in space with rockets, lasers, cannons and even Samurai swords, just like here!

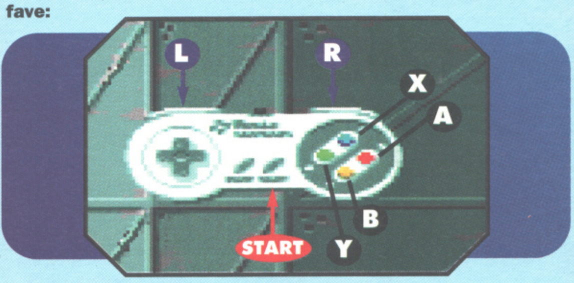
Although I do agree with Steve on the "too many text interruptions" front, it has to be said that he's nit-picking slightly. Cybernator is excellent! The main sprite robot has been heavily influenced by Gundam robots from the vast range of Super Deformer games available for the SNES. The game takes the form of an out-and-out blast frenzy, the like of which you've never seen before. The action starts off hard and gets ridiculously more so by level three – in fact you'll be frothing at the mouth by the time you eventually get through to the end. The graphics are brilliant, with explosions bursting out of the screen at you, and the action never lets up; it seems to play at two speeds – one hundred miles an hour or stop! Gameplay is slick and horribly addictive and would be even more so if it wasn't for the unnecessary amount of interruptions. If you only buy one blaster this year make sure you buy this - I have!

PAUL ANGLIN

Meet Jake the hero and his romantic interest, Miss Thingamie!

A JOY TO (BE)HOLD!

Manipulation of the Valken suit can be quite mind-boggling at first. Some stages – like the platforms – will be a doddle, but on others, it can be a real handful. The pad's not redefinable but there are four different control selections. Here's our fave:



A Dash. Scream along the level's surface in a cloud of dust.

B Press once to jump and twice to kick in that jet-pack.

X Weapon Select. Do you wanna pop-gun or a thermonuclear heat-seeking rocket launcher? This is where you make that decision!

Y Shoot. Say no more, but remember you have to reload at the end of a magazine.

L Holds the angle of your gun steady and locks it in place.

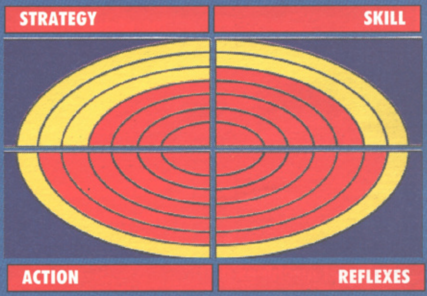
R Activates the Valken suit's shield.

START Pauses the game and lets you peruse a map of the level at your leisure.

You can even chew up the concrete floor!

Picking up the power can be as hazardous as leaving it!

THANKS...
to Console Concepts (0782 712759) for the review cartridge.



GRAPHICS	%	89
SOUND	%	83
GAMEPLAY	%	83
VALUE	%	87

CVG
88
CVG

The GREAT CVG 1993 QUESTIONNAIRE!

HAVE YOUR SAY IN THE WORLD'S BEST MAGAZINE

Don't think that this is just another questionnaire! Read closely, because we're giving away a FREE game to the first TWENTY people picked out of the CVG mail sack. So, find a pen, nestle in a favourite arm-chair, snuggle up for two minutes with page 30 of CVG and you could grab yourself a new cart or gamedisk, absolutely **FREE!**

What are your likes and dislikes about CVG's coverage of games and video entertainment? Here's a chance to be heard and make a difference.

1 Are you:
- ☐ Male
- ☐ Female?

2 How old are you?
- ☐ Under:10
- ☐ 10
- ☐ 11
- ☐ 12
- ☐ 13
- ☐ 14
- ☐ 15
- ☐ 16
- ☐ 17
- ☐ 18
- ☐ 19
- ☐ 20 or over

3 What machines do you own? If you own more than one machine, indicate your favourite format with numbers, e.g. SNES 1, Amiga 2 Gameboy 3 etc)
- ☐ SNES
- ☐ Amiga
- ☐ Megadrive
- ☐ Master System
- ☐ NES
- ☐ Gameboy
- ☐ Game Gear
- ☐ Lynx
- ☐ Neo Geo
- ☐ PC

Other (please state)

____

____

4 How long have you been playing computer games?
- ☐ 1-2 years
- ☐ 3-4 years
- ☐ 4-5 years
- ☐ Over 5 years

5 How long do you spend playing games each day?
- ☐ Less than 1 hour
- ☐ 2-3 hours
- ☐ 3-4 hours
- ☐ over 4 hours

6 How many of your friends will buy their games on your recommendation?
- ☐ None
- ☐ 1
- ☐ 2
- ☐ 3
- ☐ more than 3

7 Which machine do you want to buy next?
- ☐ SNES
- ☐ Amiga
- ☐ Megadrive
- ☐ Master System
- ☐ NES
- ☐ Gameboy
- ☐ Game Gear
- ☐ Lynx
- ☐ Neo Geo
- ☐ PC

Other (please state)

____

8 How many games do you own for your preferred machine?
- ☐ 5 or less
- ☐ 6 -8
- ☐ 9 - 12
- ☐ 13 -15
- ☐ 16-20
- ☐ More than 20

9 How many games have you bought in the last 6 months?

____

10 Where do you buy your games from?
- ☐ Local Computer Shop
- ☐ Dixons
- ☐ Virgin
- ☐ Woolworth
- ☐ Boots
- ☐ Comet
- ☐ Toys R Us
- ☐ WH Smith
- ☐ Microbyte
- ☐ Game

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Our Price

Other

11 Who pays for your games?
- ☐ You
- ☐ Your Parents

12 How many people read your copy of CVG?
- ☐ 1
- ☐ 2
- ☐ 3
- ☐ 4
- ☐ More than 4

13 What are your favourite bits of CVG? (Use numbers to indicate your preferences..
- ☐ Reviews
- ☐ Yob
- ☐ Hotshots
- ☐ Cheat Mode
- ☐ News
- ☐ High Scores
- ☐ Reader Challenges
- ☐ Competitions
- ☐ Player's Guides
- ☐ GO!

14 If you could have two of the above sections increased Which one would you choose?
- ☐ Reviews
- ☐ Yob
- ☐ Hotshots
- ☐ Cheat Mode
- ☐ News
- ☐ High Scores
- ☐ Reader Challenges
- ☐ Competitions
- ☐ Player's Guides
- ☐ GO!

15 Do you buy other magazines? If Yes please indicate which ones you buy and your order of preference by putting numbers in the boxes....
- ☐ GamesMaster
- ☐ Bad Influence
- ☐ Total
- ☐ NMS
- ☐ N Force
- ☐ Super Play
- ☐ Mean Machines
- ☐ Sega Power
- ☐ GB Action

v Super Play

16 How many of the following have you bought in the last 6 months?
- ☐ Records
- ☐ Tapes
- ☐ Videos
- ☐ CDS

17 What is your favourite type of music?
- ☐ Rave
- ☐ Pop
- ☐ Rap
- ☐ Thrash
- ☐ Rock
- ☐ Soul
- ☐ Reggae
- ☐ Techno
- ☐ Other

18 What else do you do in your spare time?
- ☐ Play Sports
- ☐ Ride Bikes
- ☐ Watch TV
- ☐ Watch Videos
- ☐ Listen To Music
- ☐ Play Arcade Machines
- ☐ Go To The Cinema

19 Do you have your own bank account?
- ☐ Yes
- ☐ No

If Yes with which bank is it held?
- ☐ Barclay
- ☐ Nat West
- ☐ Midland
- ☐ Lloyds
- ☐ Abbey National
- ☐ TSB
- ☐ Britannia Building Society
- ☐ Halifax

Other

____

20 Do you own any of the following?
- ☐ Video Recorder
- ☐ Personal Stereo
- ☐ Satellite TV
- ☐ Mountain Bike

21 Do you watch the Games Master programme?
- ☐ Yes
- ☐ No

22 How do you rate the Games Master Show?
- ☐ Excellent
- ☐ Good
- ☐ OK
- ☐ Poor
- ☐ Crap

23 Do you remove GO! from CVG?
- ☐ Yes
- ☐ No

24 When you receive your pocket money what do you mostly spend it on?
- ☐ Records
- ☐ Tapes
- ☐ Videos
- ☐ Computer Games
- ☐ Sweets
- ☐ Magazines
- ☐ Cinema
- ☐ Arcades

Others (Please specify)

____

____

Right, simply fold up your questionnaire and whip it off to: YOU'RE A NOSY OLD BUNCH AT CVG YOU ARE! CVG TOWERS, 30-32 FARRINGDON LANE, PRIORY COURT, LONDON EC1R 3AU. And the first twenty pollsters out of the sack will win a FREE game for their machine - whatever it is! Why? Because we feel like it! Post that poll now! Please don't foget to include your name, address and telephone number.

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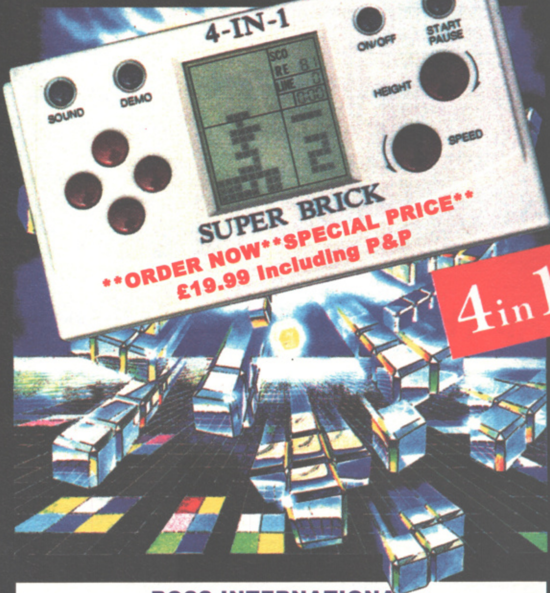

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Another month, another worthless batch of cretinous witterings to wade through, laugh at and regurgitate in the pages of CVG. Some mags make up their letters – not CVG; we're not scared of showing just how half-witted our readers really are. That's what the boys tell me, anyway – they only have to see the letters that are 'lucky' enough to get printed. If you want to waste my time by asking for the £100 prize, why not write to: YOB'S INANE MAILBAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

A SLAP HAPPY CHAPPIE

Dear Yob,
Do you think your mag is so ace? Well I've got some rather sad news for you and your Crew. In part 2 of your Streetfighter Guide, in the section called 'Beating Vega', did you notice that you missed out the motorbike man, E Honda, and printed Blanka twice! What is the world coming to when I can't even sit down in my armchair and read how to batter Vega with the blubber butt? I think you've all got mad cow disease! You may think I'm over-reacting, but I'm not. And if you disagree I'll come over to your cardboard box of a house and kick your head in, so don't mess with me.
Daniel Bertram, Leeds

YOB:
You're absolutely right Daniel, we were wondering when some eagle-eyed clever clogs would spot that one. Then again, Vega is the easiest character to beat with Honda, so you shouldn't really need any help. Simply jump up and down on the spot and slap him when he comes close with a high fierce punch. It could take some time, but you'll get him eventually. Thanks for pointing it out – now get a life, will yah!

SONG OF THE W(H)ALES

Dear Yob,
In issue 133 there was a sad git called Trystan Nichols who wrote in saying that all computer players are fat, spotty chunks of crap. But writes 'I play games on my C64 (blah blah blah) my friends Luke and Gareth are always talking about their SNES in class and Streetfighter 2, not paying attention to the teacher, which I think is very rude.' I mean, what kind of a prannie is this guy to write something like that?! But even worse, he insults himself and his friends! However, you can't really blame him; he is from Wales after all!
Adam Perkins, Cambridge

YOB: Never underestimate the dark side of Wales! Huge, sinewy men roam the countryside, terrifying tourists with their close harmony singing and leek dancing! All that vegetable-bashing is bound to take its toll in the end!

YOB'S M

ANY TIME ANY PLAICE

Dear Yob,
I am getting a SNES with Streetfighter 2 and I need the answers to these questions:
1. Which game do you think I should buy next – Lemmings, Sim City or Super R-Type?
2. Is Streetfighter 2 Championship Edition going to be released on the SNES?
3. Is the Streetfighter 2 cartridge that comes with the machine the English version?
4. I have heard that the English version of SF2 runs faster than the US one – is that true?

Neil Skinner, West Sussex

YOB:
1. How should I know? It's a question of taste! My vote would go to Super R-Type though.
2. I doubt it. As we revealed exclusively in the January issue, we have it from a very reliable source that Capcom's next release in the Streetfighter saga will be Streetfighter Turbo, with souped-up moves and weapons, but you'll have to wait and see!
3. Double Doh! With a side salad of complete ineptitude to go! Of course it is, you dim git!
4. Any cartridge that uses an adaptor to run will probably seem a little slower, but not significantly so. Anyway, there's a cheat that you can stick into the Action Replay cartridge to make the game run at a super-fast speed, so if you're worried snatch up a copy of that!

A LYNX THAT'S GONE CRAPPY

Dear Yob,
How about giving me a break and not throwing any insults at me, just give me some proper answers? First of all I want to save up for a Megadrive and I see that Japanese Megadrives are cheaper – great, but I also want to buy a Mega CD. Now, would an official Mega CD work with a Japanese Megadrive? Also would the Jap Mega CD play UK and USA games as well as Japanese disks? On another note, I have an Atari Lynx that has gone wonky – the screen is white and occasionally it buzzes. I've checked the games so I know it's the Lynx. I bought it less than four months ago, but have misplaced the receipt and the serial number has rubbed off the bottom. What can I do about it? Please help!
Ross Elliott, Loughborough

YOB:Tough questions to answer, seeing as the Mega CD isn't even released over here yet! I'd guess that an official CD won't work with a Japanese Megadrive. Getting another country's cart to work on your Megadrive only involves shaving off a piece of plastic inside the hull, but CD is totally different. Once again you'll have to wait and see what clever jiggery pokery the Japs stick onto their disks. As for your Lynx, all machines are guaranteed for a year. Losing your receipt was a sad move but it doesn't affect your rights. Any proof of purchase will do, cheque numbers, bank statements, credit card vouchers and so on. Even if you pay cash, many shops will keep copies of receipts. Always talk to someone with the authority to make the decision to return your Lynx. If after all of this, you still have no joy, then write a letter to their boss.

AILBAG

ONE-SIDED FIGHT

Dear Yob,
Don't slag me off or I will sue your ass! If you are smart you will print the answers to my questions.
1. Will Streetfighter 2 be the Champion Edition for Commodore?
2. Which will be better – the SNES or the Megadrive version?
3. Have you got any cheats for Streetfighter 2 on the SNES?
Aidan Wallace, Frelano

YOB:
1. Dumb-assed, monkey-brained, orangutan-faced, rodent-breathed maggot!
2. Flea-infested, wig-wearing, garlic-smelling, wart-ridden skunk!
3. You festering pile of alligator's puke, you Pot Noodle-loving insect eater, you pubescent cockroach on the backside of life! Have you had enough or do yah want some more? If you have any more questions, kindly cut out the middle man and drop them straight in the bin!

SEEDY ROM PROBS

Dear Yob,
Now, I have a UK SNES and don't know what to do about all this CD-ROM business coming out for it. I was reading that Sony will be producing a video games system that can play both SNES carts and the new CD-based software. Would it be wise to sell my SNES and buy this Sony CD-ROM? Will it be 32-bit? Are there any soccer games planned for it? And when will you be getting any information about Sony's CD-ROM in CVG?
Danny C, London

YOB: Sony have got together with Nintendo to produce a CD-based Play Station, but details are very sketchy at the moment. Nintendo seem to think that they'll have a fully functioning standalone CD unit for the SNES in UK stores by September, but it could be even earlier if Sega gets its Mega CD onto the streets by Spring, so I think you'd be very unwise to sell your SNES now – wait and see what's coming up during the next few months.

CVG
SCAPEGOAT

WHITE CHRISTMAS

Dear Yob,
Get a life! Is insulting other peoples' letters the best you can do with your pathetic existence? I just bought a Megadrive for R700 (that's South African Rand to you) and, since you're too stupid to know the current exchange rate, that's a hell of a lotta money. As you're an all-wise butt-head, tell me why it's so damn expensive (shipping can't cost that much).
Jason Roos, South Africa
PS You make me sick.

YOB:It's probably due to the fact that only about 2% of the people who live in your country can afford to have electricity in their homes, let alone a Megadrive. If you can't sell the units in bulk you have to make a profit somewhere along the line! And as for the exchange rate, it's currently R4.5 to the pound if you're buying and R5.2 to sell. So stick that up your water cannon and smoke it!
PS If I make you sick you should have seen what I had for breakfast; I can send you the regurgitated samples if you insist!

TO PC OR NOT PC

Dear Yob,
What's up? I'm writing on behalf of all PC owners, because you're totally fabulous and clever. I just thought I'd mention that PCs aren't getting enough good games. Okay so we have X-Wing, Monkey Island and Fate Of Atlantis, but what about Turrican 2, Chase HQ, Lotus 2 and 3, Jaguar XJ220? The list is almost endless. It's just not fair; Amiga and ST owners get loads of software, but PCs only get a third of what is released on those machines. I'm sure there are twice as many people with PCs as Amigas. If there is a reason behind this I would love to hear it. I'm not complaining, I just think that you are the games geni of the universe and you should be doing Gamesmaster!
Rory O'Kelly, Ireland

YOB:Firstly the games that you mentioned are all arcade-based and the PC has great difficulty handling these types of games. Slap in an aircraft sim or adventure and it can't be beaten, but give it massive arcade-type sprites and it freaks! Yes, there are more games for the Amiga, but usually the games you get for a PC will beat those on other formats in quality and presentation. Lastly, although the rest of the world is going PC crazy the UK sells far more Amigas and STs for games use than PCs at present – but things are set to change, not least with the launch of Amstrad's Mega-PC.

A SACKFUL OF PRAISE!

Dear Yob,
Your mag is brill and I'd first like to say how sad all the readers that try to insult you are. They never get away with it and if you take my advice and have the addresses of idiots like Aman Kundraw in issue 133 you'll go to his house and give him a huge kick in the happy sacks – and one from me, too!
Andrew Wallace (YOB Fan), Wales

YOB:I doubt if he has any happy sacks to kick, but thanks for the thought!

CRETIN CONVENTION

Dear Yob,
Why do all the cretinous smeg-heads on the face of this jolly little planet keep bothering you with useless crap about how brilliant their new console is? Just because they lash out their carefully hoarded pennies on a spanking new console, they think that no-one else in the console world has the dosh to do the same! And as if that wasn't enough, they crack some stupid jokes and think they're funny! Could you please take all the letters that these cretins write, ram them down their throats and tell them that if they think they're going to win Yob's elusive £100 star prize they must be in dream land. Instead you should steamroll over them while they are lying on a bed of nails, scoop up the resulting soggy mess and stick it in their cartridge slots. I am a SNES owner who's on a mission to wipe out cretins who choose to show off their new hardware by writing to Yob with their cretinous drivel. Keep up the good insults.
Kenny Bukerstaff, N. Ireland

YOB:Naff Off!

EXCLUSIVE YOB CLUB

Dear Yob,
1. What is the best hand-held available?
2. Is the JB King joystick compatible with the official SNES?
3. Why are you such an excellent bodacious person?
4. Do you have a fan club and can I join?
5. What is Axelay like?
6. Can I go with Jazza to the next CES show in America?
7. Any chance of a job?
P.S. Why don't you go on Gamesmaster
David Skull, Hull

YOB:
1. The PC Engine GT, if you can afford it.
2. No.
3. Beats the hell out of me! I brush my teeth three times a year, only pass wind in other people's company and eat the best refuse that money can't buy! Now if that isn't the action of a divine being I don't know what is!
4. Yeah! Membership's three and a half thousand quid (cash only) and a year's subscription to Cheer Leaders Monthly.
5. The monkey's nuts!
6. Too late – he's already gone!
7. If Paul Anglin messes up another Reader Challenge you might just be in with a chance!
PS The crew regularly appear on Gamesmaster – even though the TV show has its own rag, it can't do without the expertise of the CVG Boys!

NEO GAME-OS

Dear Yob,
I have some questions for you to answer and print in your amazing mag.
1. What are the best five games on the Neo Geo?
2. Are there any good platform games for the Neo Geo?
3. When is Streetfighter 2 going to be released on the Neo Geo?
4. When will the prices for Neo Geo games fall?
5. Please please please will you send me £100 to help me buy a Neo Geo?
Phil Hewitt, Scarborough

YOB:
1. It's hard enough to find five games on the Neo Geo, but here are mine. View Point (when it's released), Soccer Brawl and Sengoku. I know it's only three, but I said it was tough!
2. Sengoku.
3. It isn't.
4. When Nelson gets his eye back.
5. No.

DERRANGED DRIBBLINGS

Dear Yob,
Yes, yes, YES! It's coming soon – the new turbo charged GX4000, called the GX4500/P1. This hot bit of kit plugs straight into the back of the GX4000 and then starts cooking! Not only does this essential item allow super scaling and real rotation, it also adds a few billion colours, umpteen layers of parallax, wobble-otion rasters, 64-bit, 10-squillion channel CPU clocked at 196 MHZ – it even has its own built-in VIC-20 emulator! So forget about Amigas, Segas, VIC 20s and even Nintendos and purchase a GX4000 plus the new GX4500/P1. But be quick – stocks won't last, especially with this weather.
Alan Mstrad, Brouhahas

YOB:Please close the door on your way out.

JEALOUS MINDS

Dear Yob,
Just answer my questions and don't give me any lip, yah hear!
1. Is Probotector any good?
2. Please tell me the code on Streetfighter 2 for SNES to make it turn into Streetfighter 92.
3. Why is Yob's mailbag so good?
4. Please make sure you tell me the Streetfighter 2 code so that I can make my mate jealous, because he says he has it but I don't believe him.
David Lauton, Duffryn

YOB:
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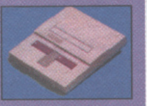

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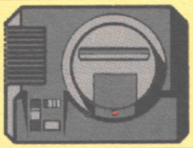
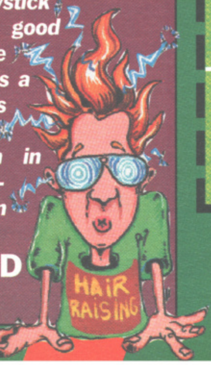


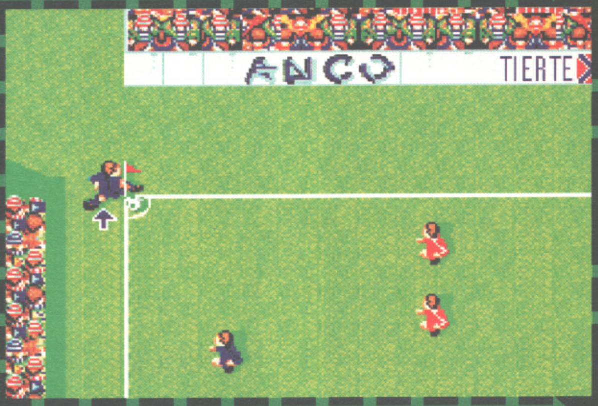
SUPER KICK-OFF

Over the last three years, the football genre has seen one real benchmark game – Kick Off 2 on the Amiga and ST. Quite simply, Anco's classic is one of the most playable, exciting and addictive titles ever. It's already been converted to a vast amount of different formats, from Super Nintendo to Game Gear, with varying degrees of success. With a pitiful amount of soccer sims on the Megadrive, let alone good ones, 16-bit Sega owners have been crying out for a decent version of our national sport on their systems; US Gold reckon that their Kick Off 2 convert, cleverly dubbed Super Kick Off, is just such a game. Are they right? Is it Premiere League stuff or ready for relegation?

Having played more versions of Kick Off than most I can say that some have been the bee's knees, others have turned out a disaster. I'd heard that the Megadrive convert was shaping up well, so obviously expectations were running high when I shoved the cartridge into the slot. There are two questions which need to be asked here. The first, and most important, has to be 'Is Super Kick Off a good game?' Yes it is – I'd say the best football sim currently available on the Megadrive. There's a wealth of options allowing the player to tailor practically the entire game to suit his skills, and when you get into the action proper it's pleasing to note that the graphics are impressive – the game fairly zips along and the controls are easy to learn if you've played a version of Kick Off before. Then you've got to ask yourself 'Is this a good interpretation of Kick Off?' I have to admit that it is; playing against an international-level computer side is too difficult to beat, and Kick Off is, by its very nature, more playable with a joystick than a pad (so grab a good Megadrive-compatible stick), but generally this is a sound title which looks good, plays well and really comes into its own in two-player mode. Hurrah - Super Kick Off is king on the big Sega!

PAUL RAND

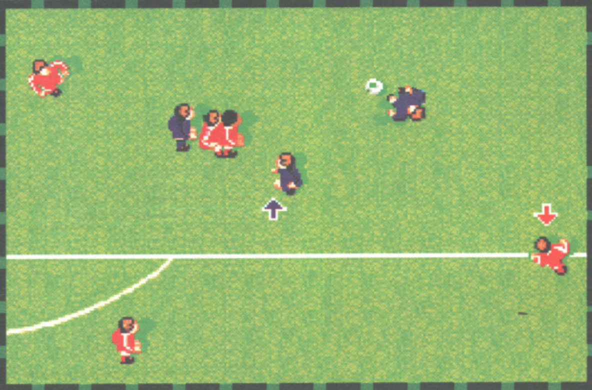




Corners Made Simple. Lesson One – kick.

HELP! I'M CORNERED!

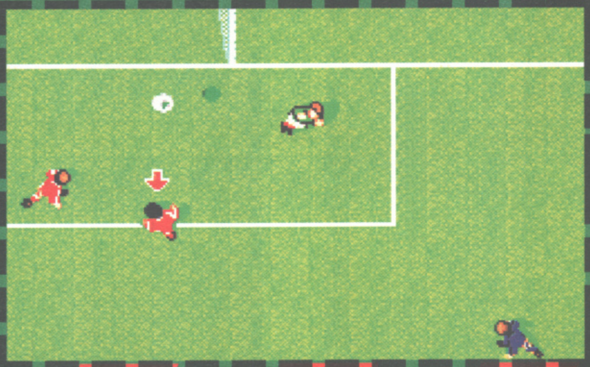
All the best footy teams are well-smart at taking corners, and it's important that you learn this skill as it could save your bacon when you're a goal down and time is fast running out! Unlike all other versions of Kick Off, the Megadrive game does not furnish the player with an eight-direction box – all you've got to do is push the joystick to the position you see fit and hit that button! The ball will sail in whatever direction you have chosen ready to search out your striker and bang a goal off.



Lesson Two – control and aim.

JUST A TOUCH

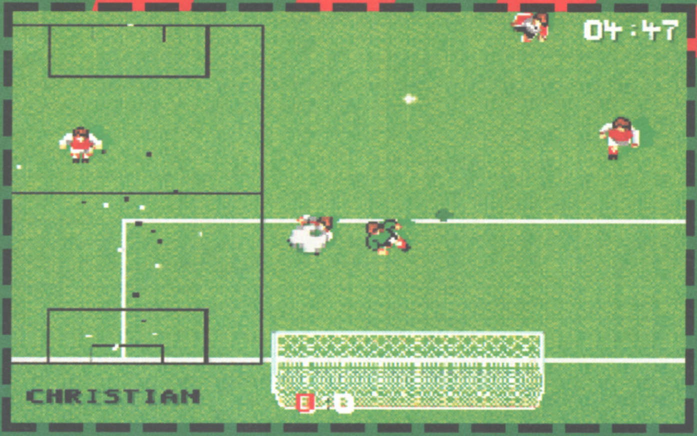
It's as though every soccer sim these days lets you curl the ball in mid-flight, but it was Kick Off 2 which successfully introduced the feature. Simple to perform, just push the directional control left or right immediately after you've kicked the ball to bend in the direction you choose – very handy if the opposition keeper's a bit tasty.



Lesson Three – shoot. GOAL!

MONEY FOR NOTHING, KICKS FOR FREE

Football is about kicking a ball with your foot, not smacking the nearest available opponent in the shins with your size nines, which is why there's a referee always at hand to sort out the bad boys. If you get flattened by a member of the other team you are awarded a free kick; this can be especially useful if you're near to his goal area, as it's possible to bend the ball around the wall which the opposition forms and catch the goalie unawares to score the odd stunner!



Who'll get there first - if it's Christian, the Reds go one up!

I WAS NEVER OFFSIDE, REF!

Here's a feature that's rare in computer football – the offside rule! It has been used before in Kick Off - the Amiga version had a data disk released called 'The Final Whistle' which included an option to let you choose offsides – but the programmers also fiddled about with the handling of the players and ruined the overall feel of the game. If you're unfamiliar with the rules of soccer, a player is offside if, when the ball is played by a member of your team, there are no opposition players between you and their goal (not including the goalkeeper). Simple, eh?

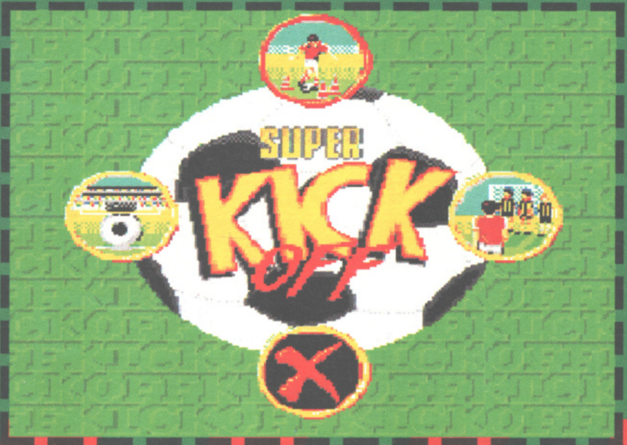
THE CUP THAT CHEERS

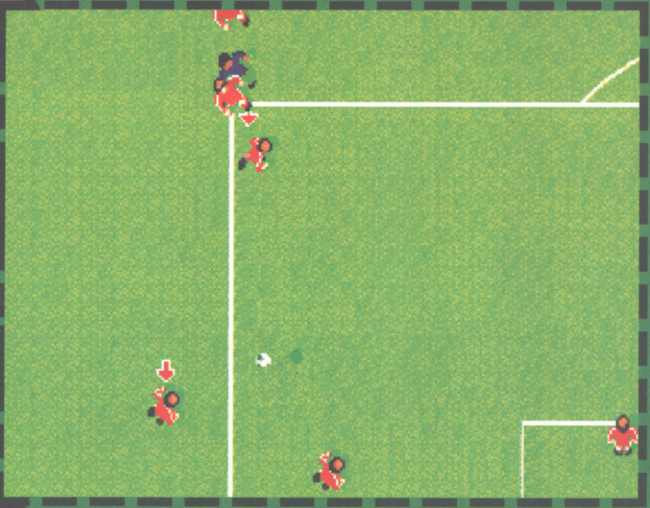
Friendly games are all well and good, but there's nothing better than carrying away the odd trophy, which is why Super Kick Off features a couple of cup competitions! Take on some of the best sides in the country to ultimately carry away the FA Cup or, if your skills are sufficiently high, battle it out with the cream of the European crop to pick up the UEFA Cup. There's also an international competition included, featuring teams such as West Germany and Holland – the supreme test of a player's mettle.

A LEAGUE OF THEIR OWN

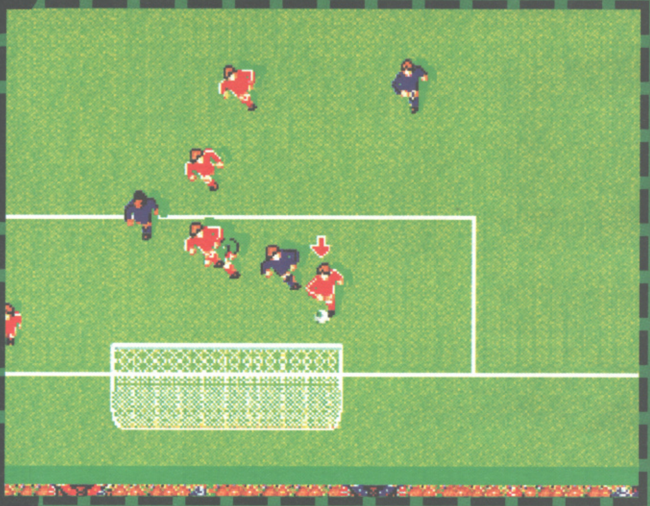
As well as the various cup tournaments, players can participate in a league competition in which each player selects a team and plays his way through the season, taking on both human (if more than one player is taking part) and Megadrive-controlled opponents, with the goal of finishing at the top of the table.

Which one shall you practice - control, free kicks or penalties?

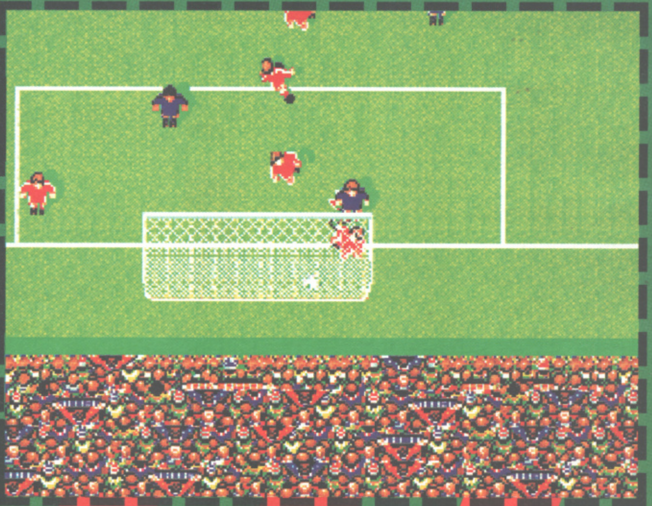




From here it looks as though nothing's available...



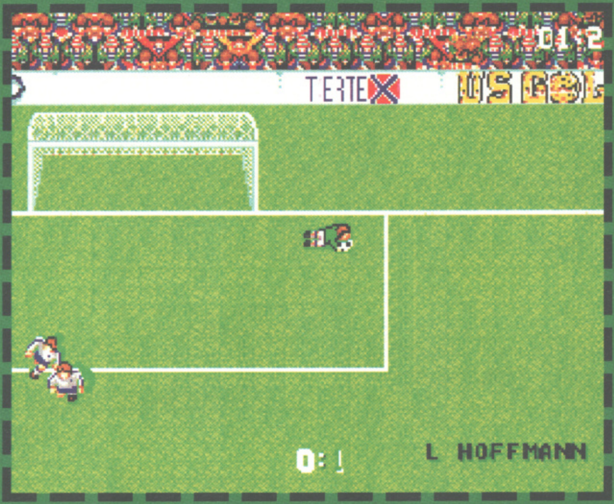
...but a simple pass...



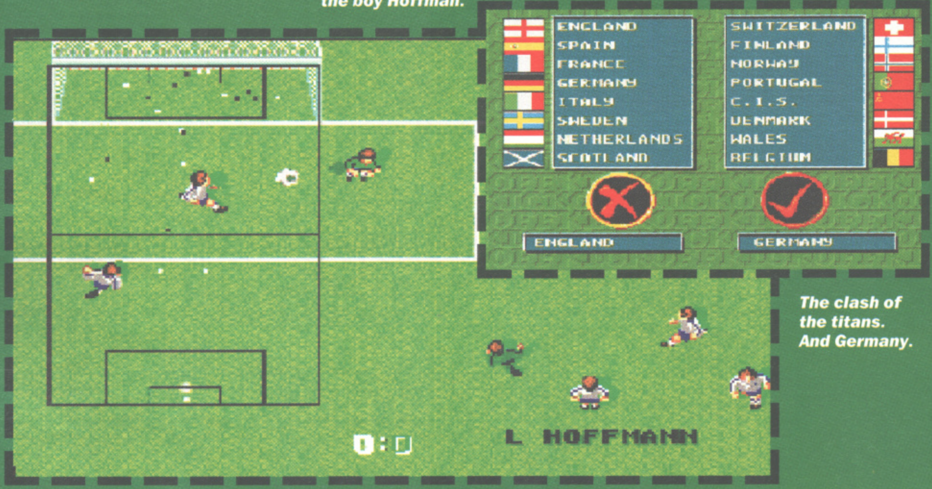
...can mean the difference between winning or losing!

LOADS OF MODES

Not everyone wants to play against the Megadrive all the time – indeed, Kick Off is famed as being one of the ultimate two-player games – so US Gold have included a number of player combinations to tantalise and amaze! Go up against another human in bog-standard two-player mode, or even team up with a pal and take on a console-controlled team with the pair of you sharing control of the same side. And if you just want to put your feet up and watch two sides slug it out on the pitch without you having to lift a finger, select the Computer vs Computer option, make a cuppa and become an armchair supporter!



Phew! What a fine save from the boy Hoffman.

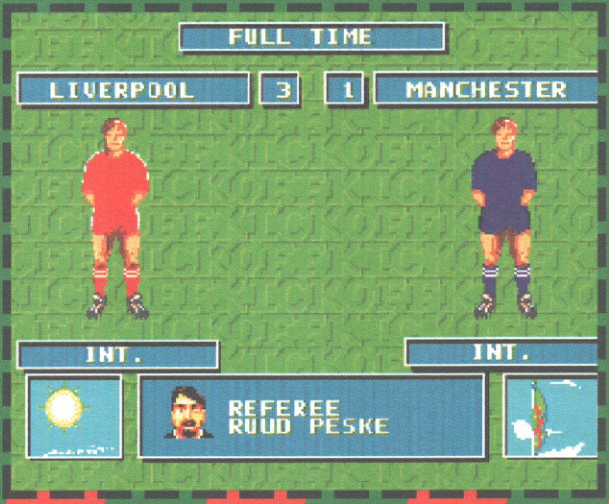


The clash of the titans. And Germany.

It's too powerful for the defender – GOAL!

HACK AND YOU'RE KNACKED!

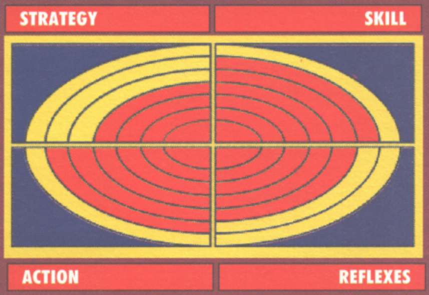
Should you be chopped down in the eighteen-yard box, you'll be awarded a penalty that'll give you the opportunity to put one past the 'keeper in a one-on-one, striker versus goalie situation. A moving arrow appears between the posts, and what you've got to do is stop the arrow where you think will be the best place for the ball to go to. Of course, it's not that simple – the goalkeeper may well save your shot. And the tables can be turned, too, with you in goal and the Megadrive having a crack at goal.



Sign on! Sign on! With a pen! In your hand! And you'll never work again! You'll nee-verr wo-ork ag-aiiin!

I've only ever played Kick Off a few times and that was against Rand. After those attempts I kind of gave up on it for a while; the idea of being constantly thrashed 8-0 by some Northern armchair supporter soon lost its appeal after a few weeks. Kick Off has always been a bit of a strange game in terms of conversions; there was the brilliant Master System version and the appalling Super Nintendo version! But what of the latest incarnation from US Gold? It's the biz! I could never quite get to grips with the Amiga version due to it's outrageous speed, but on the Megadrive version you're given the choice of three speed settings. The joypad seems to control the ball really nicely and although the ball doesn't stick to your feet, it is a little easier to control than the original. There are a stack of options to choose from, and all the rules have made it in – even the offsides! The game is addictive enough in one-player mode but if there's two of you, you'll be playing into the early hours of the morning! A brilliant version of Kick Off that shouldn't be missed – and it won't be long before I'm banging eight goals past Rand, just you wait and see!

PAUL ANGLIN



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Love is in the air! The CVG boys are the business when it comes to games hilarity, but who comes out on top when it comes to wooing fine girlies? Are the boys hot? Or just rot? You can find out, by playing this special CVG Valentine Game!

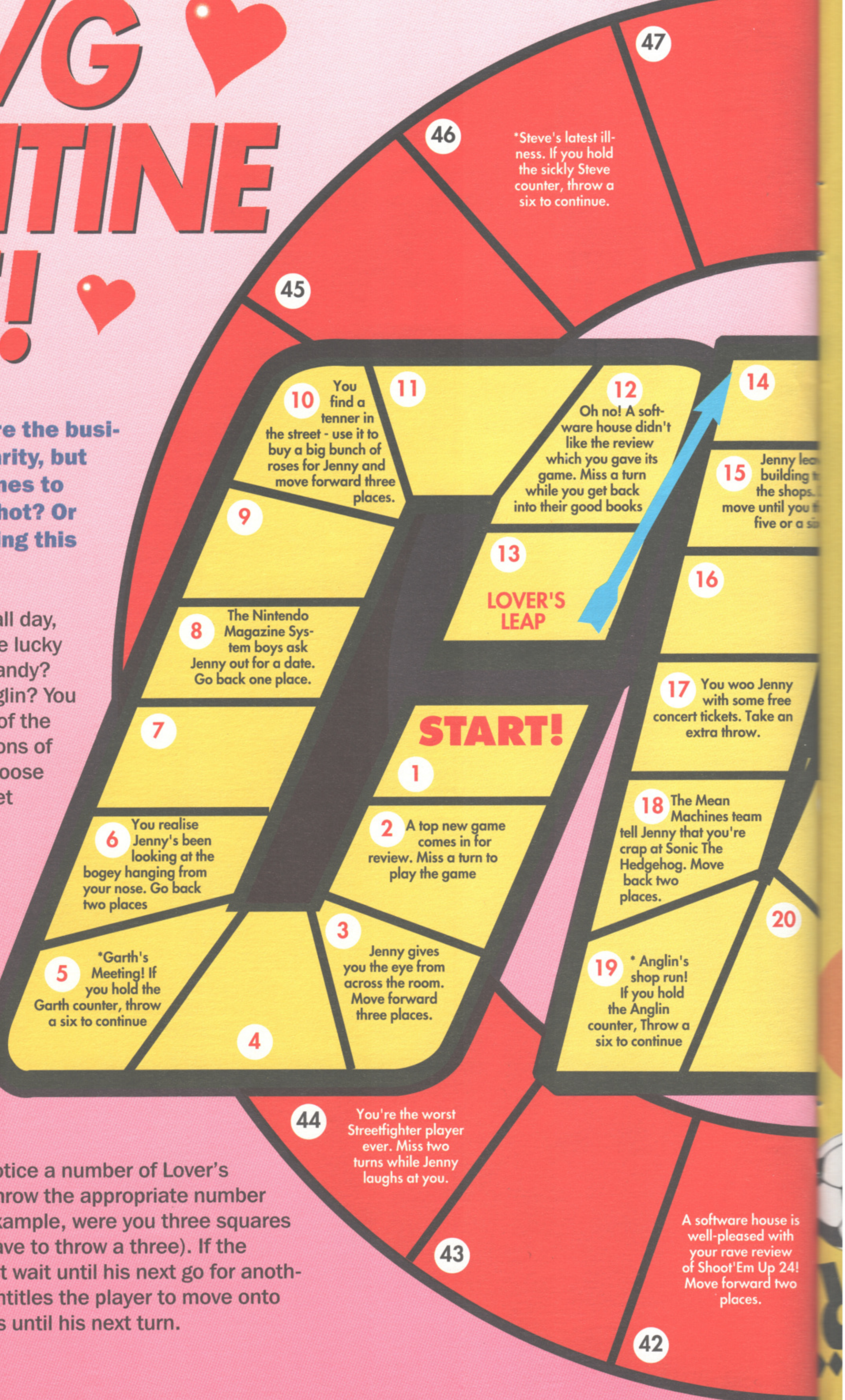
All the lads moon over the lovely Jenny all day, every day, but she's only got time for one lucky young feller. Who could it be – Garth? Randy? Jon? Steve? Or even, heaven forbid, Anglin? You and up to four players can become one of the CVG lads and attempt to win the attentions of our Jen! Simply cut out the counters, choose which of the boys you want to be, and get ready to play!

RULES

Each player rolls the die - the first to throw a six begins the game by throwing again for his move, with turns being taken in a clockwise direction. The first player to get to the finish wins the hand of GO!'s alluring Art Editor – but beware of the perils and pitfalls along the way!

THE LOVER'S LEAP!

Dotted around the game board, you'll notice a number of Lover's Leaps. To cross them, the player must throw the appropriate number to land on the lover's leap square (for example, were you three squares away from the start of the leap, you'd have to throw a three). If the wrong number is thrown, the player must wait until his next go for another try. Throwing a correct number only entitles the player to move onto the lover's leap square - he cannot cross until his next turn.


START!
1
2 A top new game comes in for review. Miss a turn to play the game
3 Jenny gives you the eye from across the room. Move forward three places.
4
5 *Garth's Meeting! If you hold the Garth counter, throw a six to continue
6 You realise Jenny's been looking at the bogey hanging from your nose. Go back two places
7
8 The Nintendo Magazine System boys ask Jenny out for a date. Go back one place.
9
10 You find a tenner in the street - use it to buy a big bunch of roses for Jenny and move forward three places.
11
12 Oh no! A software house didn't like the review which you gave its game. Miss a turn while you get back into their good books
13 LOVER'S LEAP
14
15 Jenny lea building the shops. move until you five or a s
16
17 You woo Jenny with some free concert tickets. Take an extra throw.
18 The Mean Machines team tell Jenny that you're crap at Sonic The Hedgehog. Move back two places.
19 * Anglin's shop run! If you hold the Anglin counter, Throw a six to continue
20
42
43
A software house is well-pleased with your rave review of Shoot'Em Up 24! Move forward two places.
44 You're the worst Streetfighter player ever. Miss two turns while Jenny laughs at you.
45
46 *Steve's latest illness. If you hold the sickly Steve counter, throw a six to continue.
47

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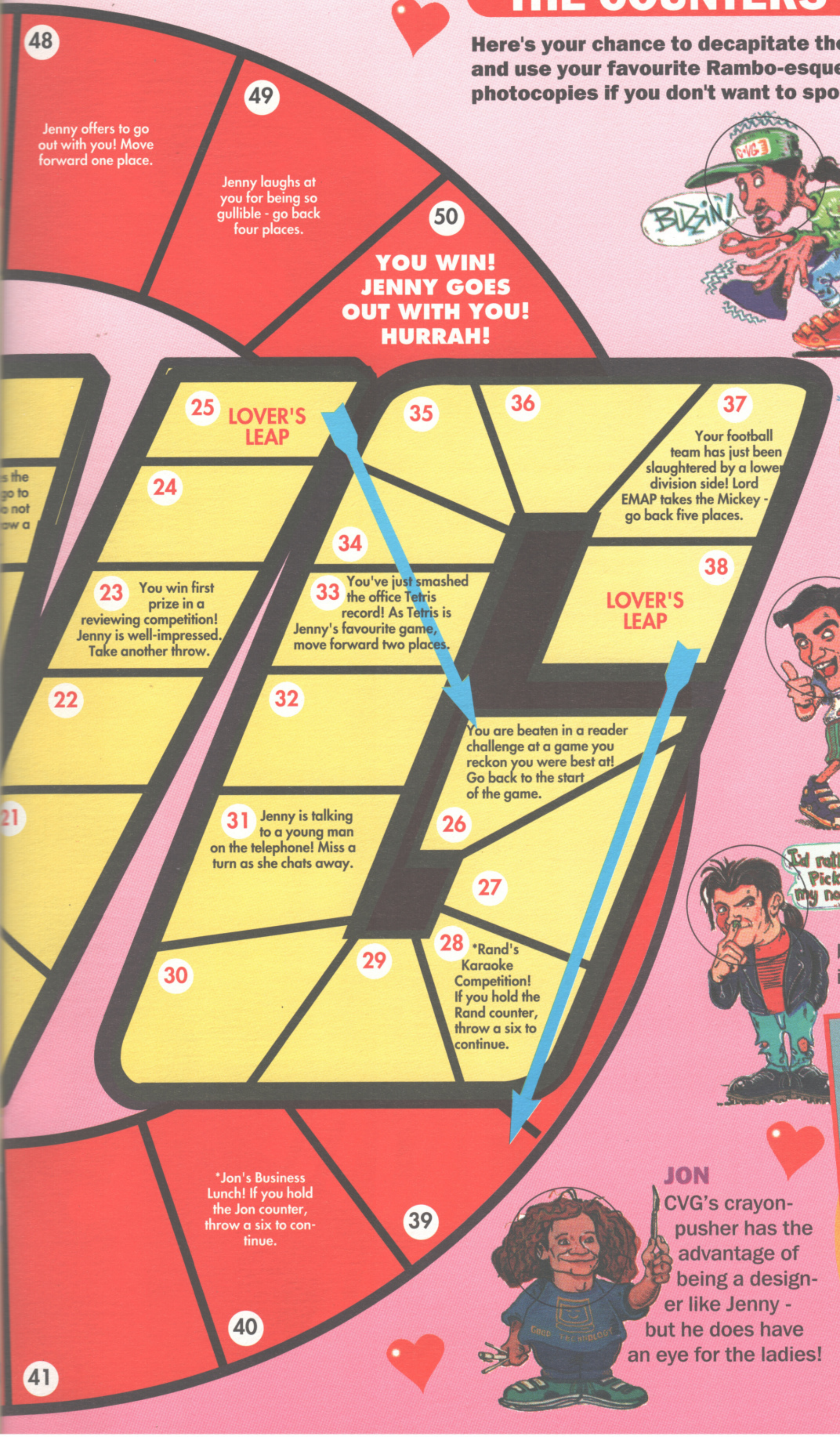
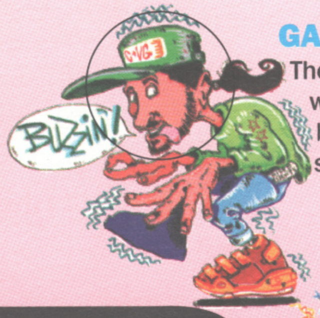
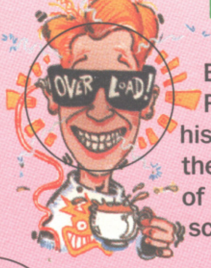

48
Jenny offers to go out with you! Move forward one place.
49
Jenny laughs at you for being so gullible - go back four places.
50
YOU WIN! JENNY GOES OUT WITH YOU! HURRAH!
25
LOVER'S LEAP
24
23
You win first prize in a reviewing competition! Jenny is well-impressed. Take another throw.
22
21
35
36
37
Your football team has just been slaughtered by a lower division side! Lord EMAP takes the Mickey - go back five places.
34
33
You've just smashed the office Tetris record! As Tetris is Jenny's favourite game, move forward two places.
38
LOVER'S LEAP
32
You are beaten in a reader challenge at a game you reckon you were best at! Go back to the start of the game.
31
Jenny is talking to a young man on the telephone! Miss a turn as she chats away.
26
27
28
*Rand's Karaoke Competition! If you hold the Rand counter, throw a six to continue.
29
30
*Jon's Business Lunch! If you hold the Jon counter, throw a six to continue.
39
40
41

THE COUNTERS

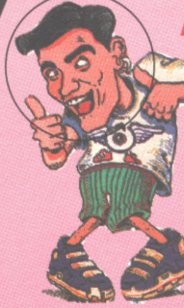
Here's your chance to decapitate the boys! Just cut off their heads and use your favourite Rambo-esque Romeo as your counter. (Or use photocopies if you don't want to spoil the poster on the reverse).



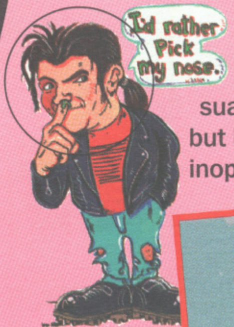
GARTH
The new Ed! He's got the power which should impress Jenny, but will his hectic meeting schedules be his downfall?



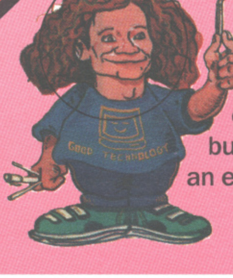
RANDY
Strawberry-blond Elvis impersonator Rand has crooned his way to the top of the pile - but his love of karaoke could scupper his chances!



ANGLIN
Our lad's youthful charms could tempt Jenny out for a date! That's if the boys don't make him go to the shop first.


I'd rather Pick my nose.

STEVE
The long-haired Judo expert might have the skills to persuade Jenny to be his belle – but he may fall ill at the most inopportune moment!



JON
CVG's crayon-pusher has the advantage of being a designer like Jenny - but he does have an eye for the ladies!

PHOTOGRAPHY LEE BUSHEN

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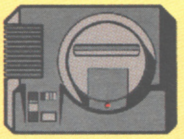

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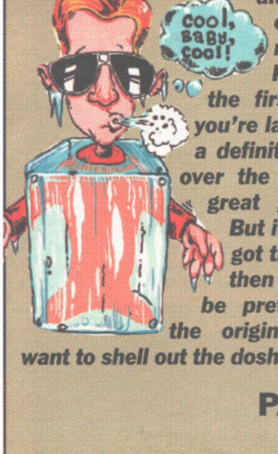
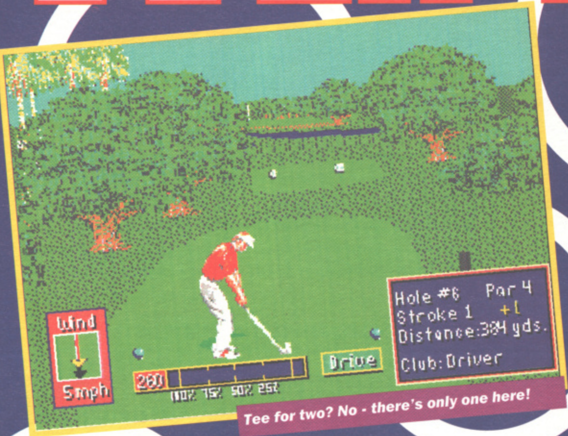
Over the last five years or so, we've seen a massive growth of interest in golf. British players such as Woosnam, Montgomerie and current world number one Nick Faldo regularly top the players' charts. Consequently, this country is constantly glued to the telly to see our boys stuff Yank golfers around the world. PGA Tour Golf 2 is an updated version of the classic Amiga and Megadrive title, PGA Tour Golf, and whilst the programmers have failed to include any European players in the cart, we've still decided to have a look and see just how much of an improvement this is over the original. Is it still a winner or is going to come in under par?

Why oh why do Electronic Arts keep on producing the same games over and over again? We've complained about this before – they did it with EA Hockey, they've done it twice with John Madden Football and here they are doing it again, this time with PGA Tour Golf. Granted, PGA 2 is an excellent title, with a couple of new features, extra courses and slightly nippier play, not to mention lots more sampled sound effects and speech, but at the end of the day are you willing to fork out forty quid for what basically amounts to a few cosmetic alterations? Of course, if you missed out on PGA Tour Golf the first time round, you're laughing – this is a definite improvement over the original and a great game to play. But if you've already got the original cart, then you'd have to be pretty bored with the original courses to want to shell out the dosh for the sequel.


Cool, baby, cool!

PAUL RAND

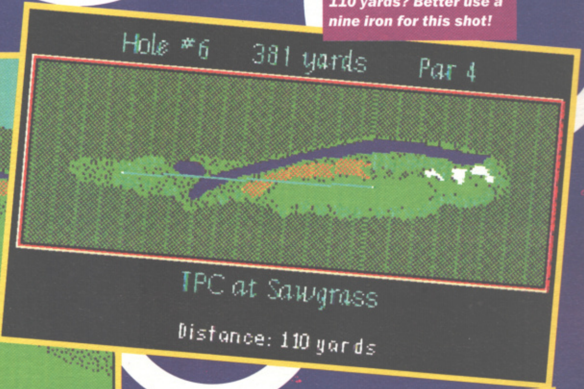


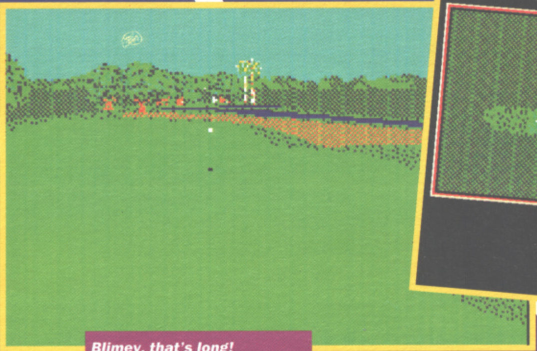
Tee for two? No - there's only one here!

PRACTICE MAKES PERFECT

Not up to the challenge of immediately hurling yourself into a round? Don't despair; PGA Tour Golf 2 allows you to practice both putting and driving until you're confident enough to go for the real thing. There's a practice ground for each, and you can thwack 'n smack away to your heart's content.

110 yards? Better use a nine iron for this shot!

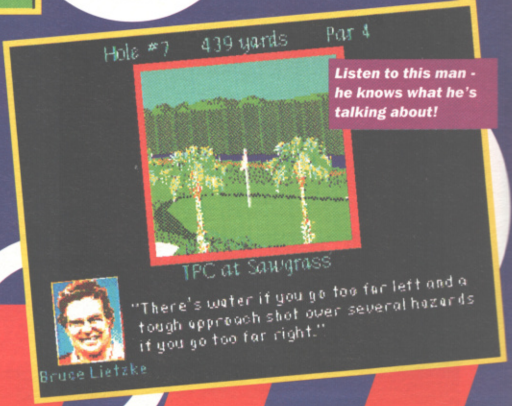




Blimey, that's long!

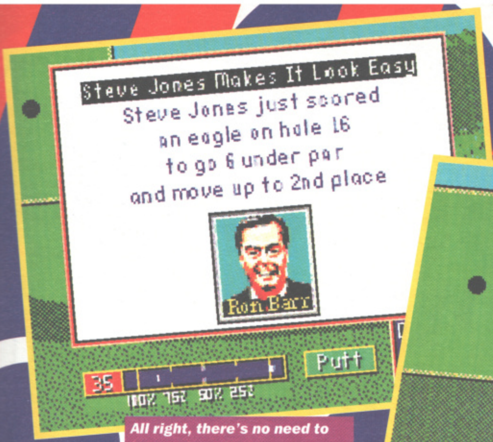
DRIVING ME CRAZY

Some might think that driving is simply a case of jumping into a seat with the steering wheel in front of it and turning the ignition key. If that's you, you must be stupid because we're referring to the hitting of a golf ball. The art of hitting a ball with a piece of metal is an acquired one – sure, you might be able to smack it for miles, but that's no good if you're on a par three hole which requires immense accuracy. Club selection is vitally important – a two-wood will send the ball flying out of sight, while a pitching wedge is used for short smacks, with various woods and irons in-between. Practice makes perfect, and you'll get to know instinctively which is the best club for a particular situation; if you don't, you're well up the creek!



"There's water if you go too far left and a tough approach shot over several hazards if you go too far right."

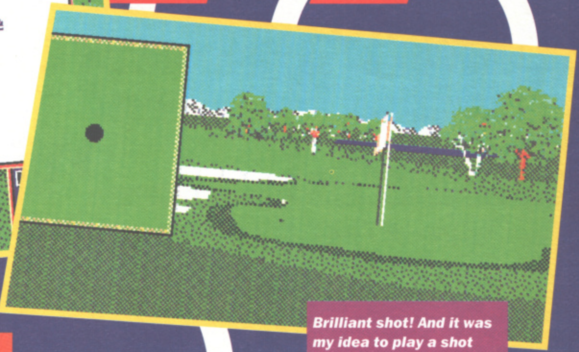
Listen to this man - he knows what he's talking about!



Steve Jones Makes It Look Easy

Steve Jones just scored an eagle on hole 16 to go 6 under par and move up to 2nd place

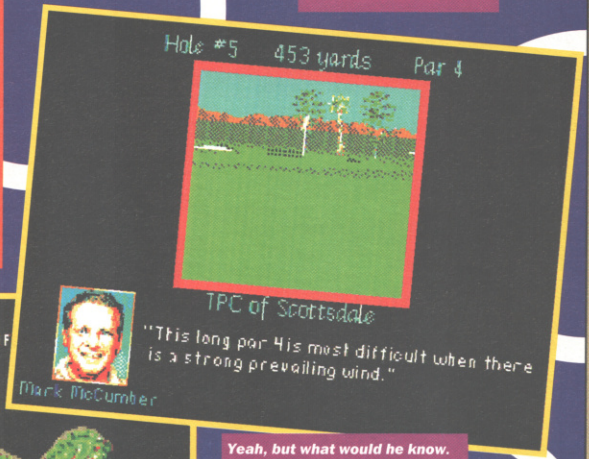
All right, there's no need to boast about it.



Brilliant shot! And it was my idea to play a shot like that!

DON'T FEEL PUTT OUT

Once the ball is on the green, it's time to put those woods and irons away and whip out yer putter! The view will switch to a three-dimensional layout showing your distance from the cup and the undulating ground between your ball and said hole in the turf. Returning to the play screen, taking the shot is similar to driving - alter your direction if necessary, gauge the power you'll need to hole out – and pray!



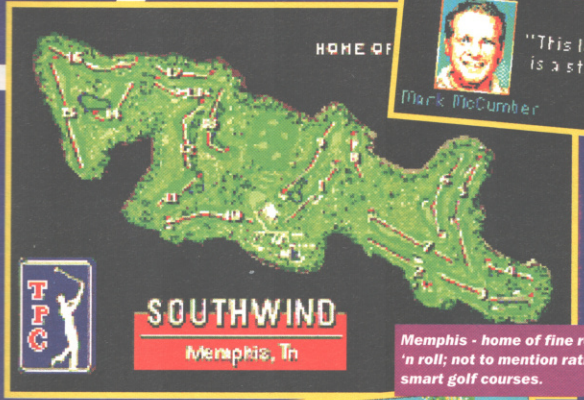
Hole #5 453 yards Par 4

TPC of Scottsdale

"This long par 4 is most difficult when there is a strong prevailing wind."

Mark McCumber

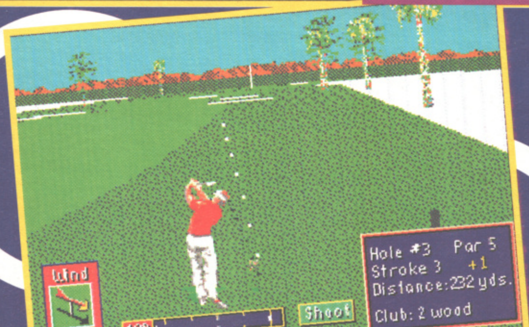
Yeah, but what would he know.



Memphis - home of fine rock 'n roll; not to mention rather smart golf courses.

FAB NEW FEATURES

Just how can EA improve upon the original PGA Tour Golf? By incorporating three brand new courses, for one! Only Sawgrass has survived the trip over to the sequel; the new entries are Southwind, Eagle Trace and Scottsdale. Anything else besides that? There's a Draw/Fade option to select, which is useful for controlling the ball when slicing or hooking around obstacles. There's also a multiplayer Skins game too, where two or more players can fight it out for ever-increasing amounts of cash!

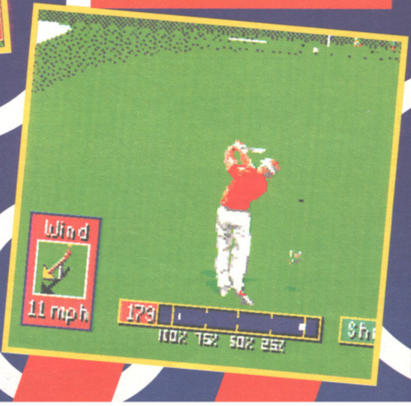


Hole #3 Par 5
Stroke 3 +1
Distance:232 yds.
Club: 2 wood

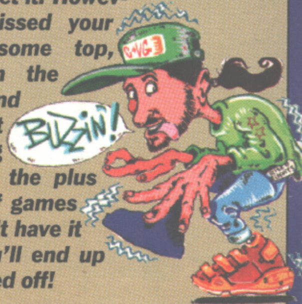
Particularly fine shots can earn an action replay - just like this one here!!!!!!

RANKING DREAD

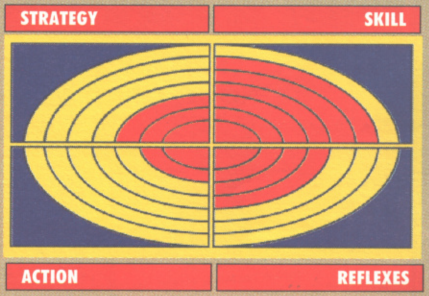
Each tournament comprises of four rounds, and you must 'make the cut' to progress to each sucessive round. Basically, to make the cut for round two you must finish in the top forty-eight, and for the third you must complete the round in the top thirty-two. Make it to the fourth and final round and you could be in with a crack of winning a lot of dosh!



Electronic Arts' PGA Golf Tour was an excellent game. It has been on just about every format now and with the exception of the very dodgy SNES version, has maintained its position as the best arcade golf game available. Having been all around the formats, the next progression just had to be the sequel. In this case however, EA have been hard pushed to find any way to improve on a game that offers more playability and lastibility than a toilet roll offers the Andrex dog! Consequently, EA have only managed to add three new courses and enhanced the sound and play. This certainly doesn't constitute a sequel. It's really like having course disks for anyone who already has the game. So if you've already got PGA Tour Golf, forget it! However, if you missed your chance for some top, bunker action the first time around then you just can't go wrong with this. It's the plus four of all golf games and if you don't have it – get it or you'll end up being really teed off!



GARTH SUMPTER



GRAPHICS	%	88
SOUND	%	88
GAMEPLAY	%	90
VALUE	%	89

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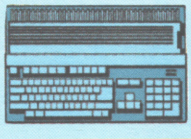
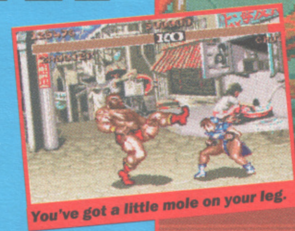
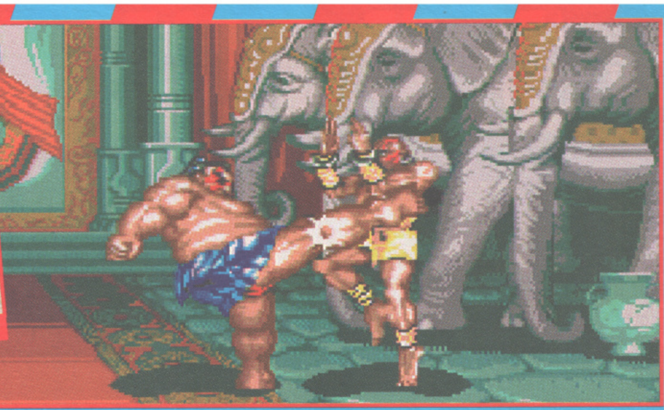




You've got a little mole on your leg.



The elephants look very bored.

STREETFIGHTER II

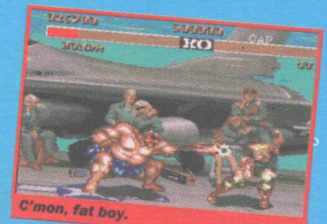
People constantly declare their extreme hardness. But, as with anything, there can only be one supreme champion – so a competition was set up to sort out the warriors from the wives. The original Streetfighter tournament saw the boy Ryu waltzing off with the trophy. Now the hard lads have begun to get restless again, so a new challenge has been thought up. This time the eight hardest folk from around the globe have decided to butt heads to see who can call themselves the World Warrior. The stage is set and you've got nothing to lose - except maybe your life!

I wasn't sure what to expect from the Amiga version of Streetfighter II. Could the Amiga cope with all the different moves? The graphics have been really well recreated, with the onus on the character sprites rather than the elaborate backdrops. The fighters are fine until they move! Then you see how bad the animation is; they jump through the air as though under the influence of a disco strobe light. Moves are difficult to master, but the option to use a Megadrive joypad helps gameplay. But, unfair as it may be, any home version of Streetfighter II is always going to be compared to the SNES game. Even so, the Amiga version of Streetfighter II is a valiant effort.

Very Poor.
CVG

PAUL ANGLIN

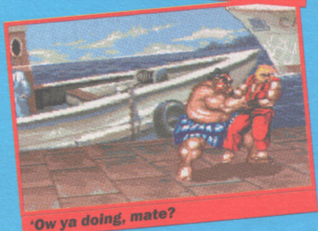
GRAPHICS	%	84
SOUND	%	79
GAMEPLAY	%	68
VALUE	%	75



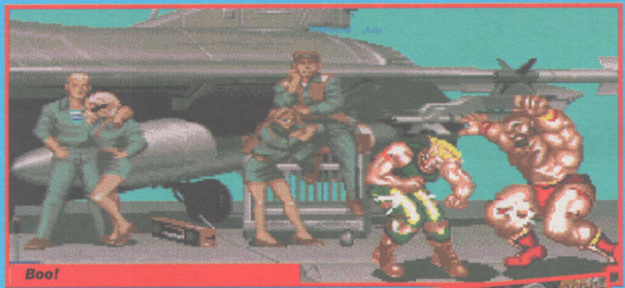
C'mon, fat boy.

THE GREAT EIGHT

As I'm sure you all know by now, Streetfighter II consists of eight selectable characters and four computer-controlled bosses. The eight characters range from the superior skills of the great Guile, to the sadness of dodgy Dhalsim. If you want to be a real hard boy you'll have to pick yourself a character and learn all his moves. But if you want to be a real CVG type warrior you'll have to master all eight!



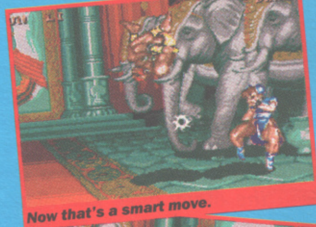
'Ow ya doing, mate?



Boo!

TAKE CONTROL

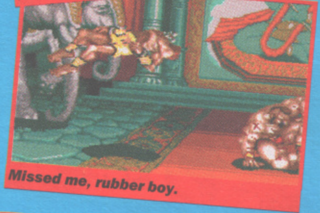
The main talking point of Streetfighter II on the Amiga was the control method. How on earth would the Amiga cope with six buttons? There was talk of special joypads being developed, or shock horror - dropping some of the moves! In the end US Gold opted for a choice of five different control methods. You can use a joystick and just have punches, you can use a joystick and have only kick moves, you can have some moves on joystick and some on keyboard, you can use just the keyboard or, if you have one, you can use a Megadrive joypad! As they say, more is better than less.



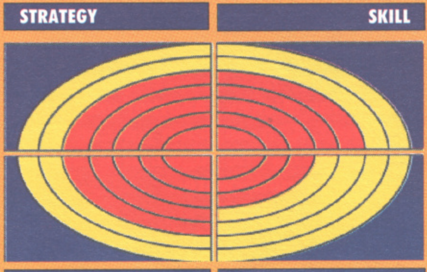
Now that's a smart move.

A FIGHT TO THE DEATH

Streetfighter II was hailed as the greatest two-player game of all time and the Amiga version caters for dual duelling very well. Versus mode has been lifted straight from the SNES version, letting you play in two-player mode while the computer performs such tasks as automatically keeping the score. You can also give one player a handicap (which means that Randy might be able to beat someone at last), change the location of your scrap or give yourself an infinite time limit so you're forced into a scrap to the death!



Missed me, rubber boy.



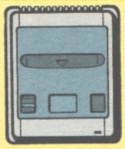
CVG

78

CVG

SNES

PLATFORM



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You know how your mother nags you about playing in deserted, out-of-the-way places? Well, Mickey must have had his ears firmly sellotaped on backwards when he was told because the foolish lad still went out with his pals Goofy and Pluto to play a game of catch in the mountains. Now Pluto's not the brightest of canines, so when Mickey lobs an extra hard toss the mutt gives chase - right off the edge of a cliff!! All's not lost though, as Pluto is actually whisked away by the evil Emperor Pete before he hit the deck – he's been locked up in Pete's castle and Mickey's got to rescue him!

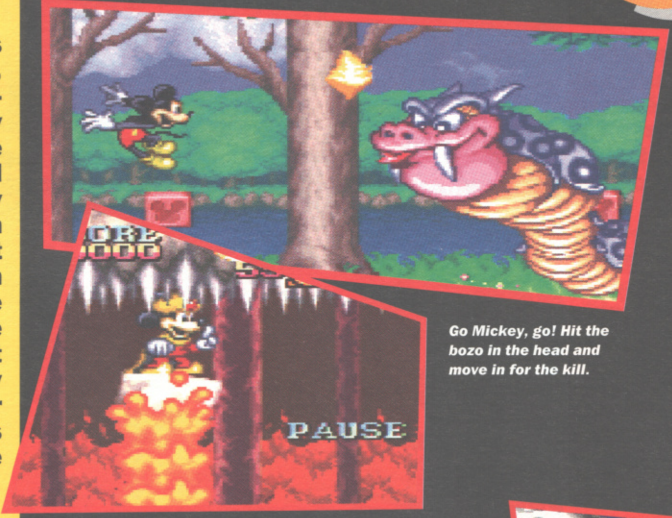
Mickey's Magical Quest is one of the best-looking games you'll ever see on the SNES. Each world looks as though it's been snatched straight out of a movie! The attention to detail is astounding and each Mickey sprite comes complete with its own characteristics and animation. Small details like the turban slipping over Mick's face when he falls down a cliff and the curtain that he whips out to change clothes behind make this a class act. Having said that, the gameplay can be a little tame and despite the difficulty settings you'll finish it in a day or two! Even the many huge guardians turn out to be less than challenging. Most of the time it's just a case of shooting animals and collecting stuff, but around the third level Mickey can manoeuvre blocks with the hose, and a puzzle element is introduced with you having to create your own steps to climb to higher goody levels. Overall, a graphically stunning game that's far too easy – you can get better value for money elsewhere, but for presentation and graphics little else beats it!

STEVE KEEN

The Magical

starring

MICKEY

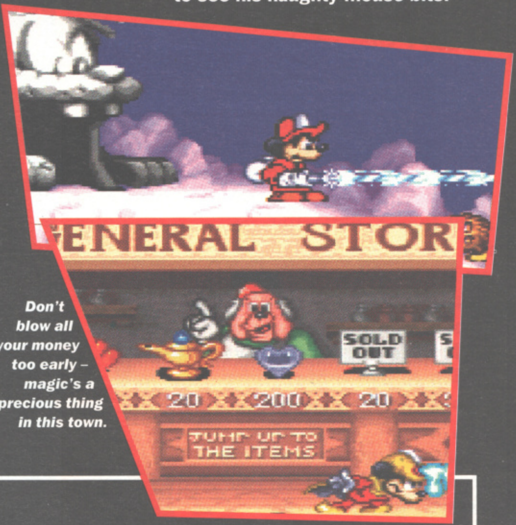


Go Mickey, go! Hit the bozo in the head and move in for the kill.

He may look happy now, but wait until his ears get pierced by those nasty looking spikes!

FANCY A DRESS?

Mickey's a bit of a thespian at heart – he loves to get dressed up and act out different roles. So when a wizard-type geezer materialises in front of his eyes to offer him a change of clothes, he jumps at the chance! With each change comes a whole new set of abilities; there's a fireman's outfit, magician's garb and Robin Hood get-up. You can change whenever you like, and to spare his blushes Mickey pulls a set of curtains from out of nowhere to change behind, so you never get to see his naughty mouse bits!



Water torture of pant-wetting proportions!

Don't blow all your money too early – magic's a precious thing in this town.

SCRUMPTIOUSNESS ON A STICK!

Just one gander at the screenshots will tell you that Mickey's Quest is a stunning-looking game. You'd have to have the eyesight of a myxomatosed rabbit not to notice the gorgeous colours and Disney-like attention to detail. Throughout the levels you'll be treated to some of the most impressive parallax effects and atmospheric backdrops you've ever seen! Most stunning is the Dark Forest, with its huge, menacing, twisted trees that look as though they were lifted straight out of the Snow White and The Seven Dwarfs classic cartoon!

IS THERE A MOUSE IN THE HOUSE?

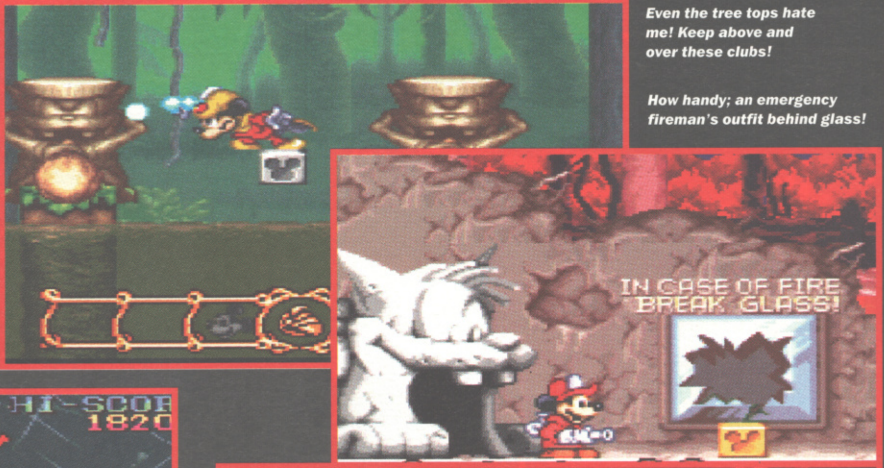
Mickey Mouse - The traditional bog-standard mouse can jump on beasties' heads and daze them a la Mario and also leap up to grab special boxes to hurl at the pests.

Fireman Mickey - Mickey's been a lot of things in his time and a bumbling fireman's just one of them. This one's extra good for the fire levels as he can shoot huge jets of water at the flames.

Magician Mickey - Another useful character, especially in the Dark Forest. As a magician you can flick tiny bolts of magic at nasties or hold on for one huge ball of angel dust. Magician Mickey can also breathe underwater.

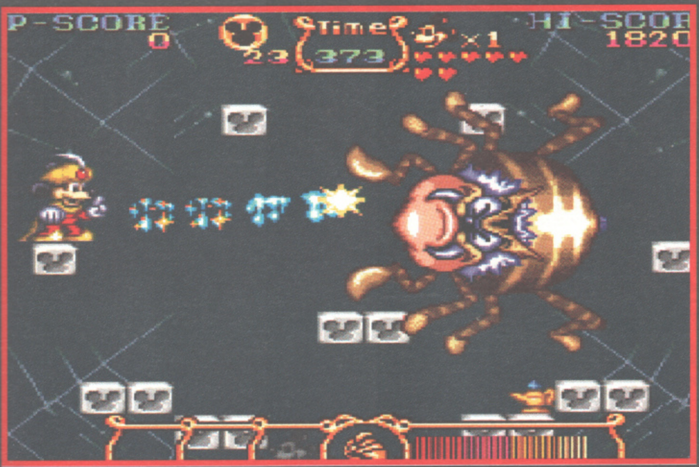
Robin Hood Mickey - Great for jumping from platform to platform with his grappling hook. You'll find that you just can't get by some of the guardians without wearing this costume.

Quest
MOUSE

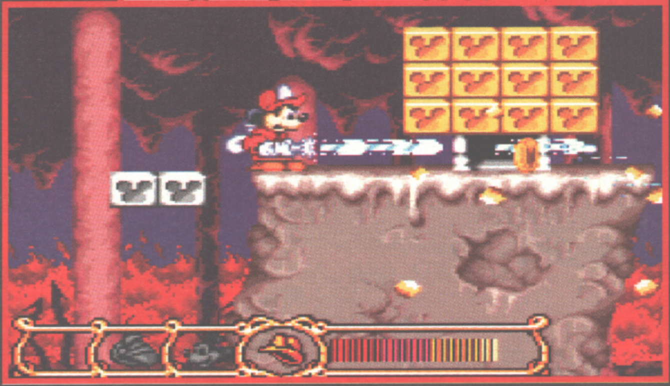


Even the tree tops hate me! Keep above and over these clubs!

How handy; an emergency fireman's outfit behind glass!



Now this guy means business. Just keep your distance.



Blast everything in sight – you never know what you'll find.

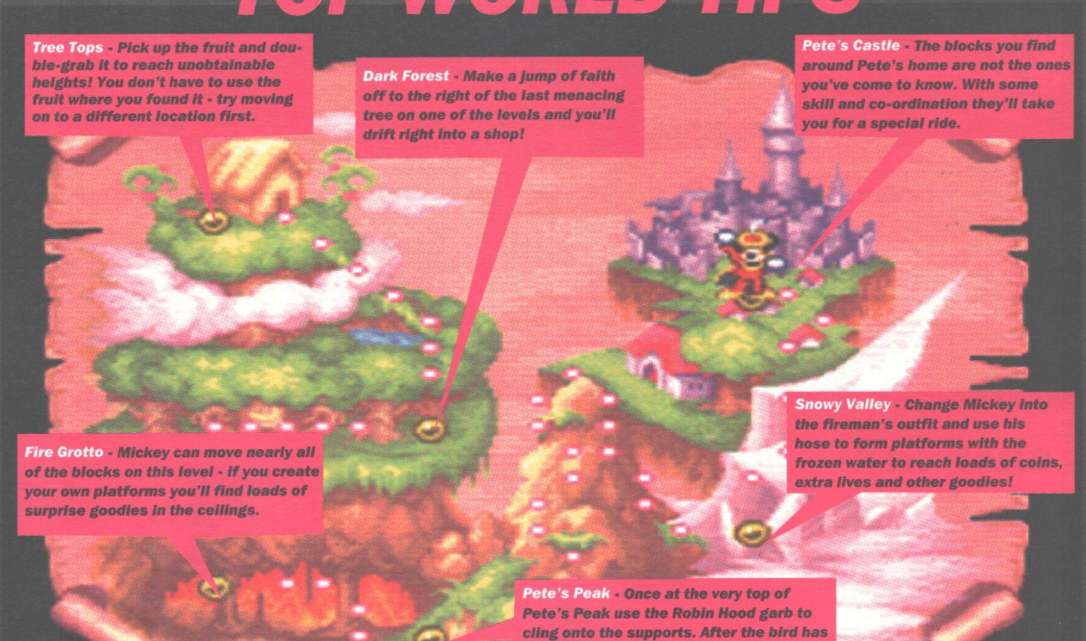
LEVELS UP

The magical quest will take you over six totally different levels, each divided into four sub-levels. After Mickey's brief encounter with the good wizard he'll be chucked head first into Treetops. You have the power of 'action', letting Mickey grab onto things and either lift them up to throw them or pull levers to reveal bonuses. The baddies change considerably from level to level with bumble bees, flying fruit that can be clung onto for a helicopter ride to reach extra platforms, disappearing cloud walkways and huge rolling fruit that pursue you, Raiders Of The Lost Ark-style!

PICK ME UP

Although there are many items for Mickey to fill his ski-pants with, the most important are hearts and coins. In normal mode our hero receives three hearts per life but, by scooping up the specials, he can increase his quota dramatically. Coins are won by smashing blocks or killing certain animals but the majority of dosh comes from the big golden boxes Mickey comes across. Pull the handle and a cascade of goodies, ranging from lives and coins to hearts and fruit, come tumbling down.

TOP WORLD TIPS



***Tree Tops** - Pick up the fruit and double-grab it to reach unobtainable heights! You don't have to use the fruit where you found it - try moving on to a different location first.*

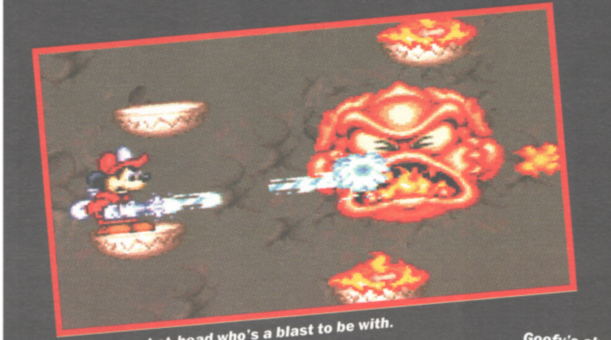
***Dark Forest** - Make a jump of faith off to the right of the last menacing tree on one of the levels and you'll drift right into a shop!*

***Pete's Castle** - The blocks you find around Pete's home are not the ones you've come to know. With some skill and co-ordination they'll take you for a special ride.*

***Fire Grotto** - Mickey can move nearly all of the blocks on this level - if you create your own platforms you'll find loads of surprise goodies in the ceilings.*

***Snowy Valley** - Change Mickey into the fireman's outfit and use his hose to form platforms with the frozen water to reach loads of coins, extra lives and other goodies!*

***Pete's Peak** - Once at the very top of Pete's Peak use the Robin Hood garb to cling onto the supports. After the bird has flown over head and its offspring comes down, use its eggs to your advantage.*

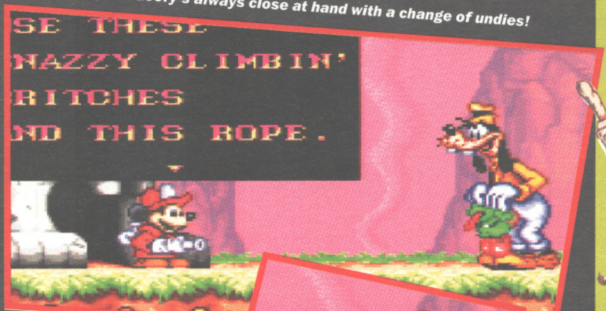


Here's one hot-head who's a blast to be with.

SECRET AGENTS

None of Mickey's special powers last long, but you can find extra water hydrants and magic lanterns for top ups. Alternatively, by experimenting you'll discover a number of secret doors behind blocks or in hidden chambers at the bottom of cliffs. These lead to bonus rooms or General Stores where Mickey can spend his cash on most of the items available during the game - if they're in stock!

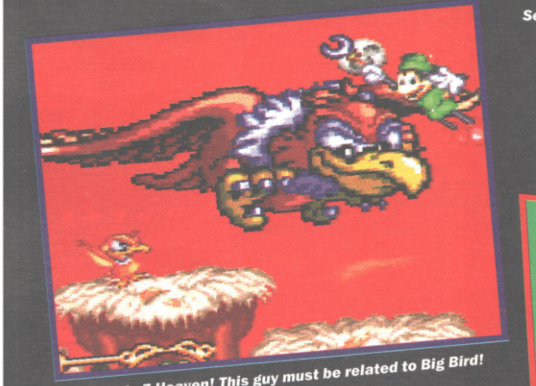
Goofy's always close at hand with a change of undies!



MONSTER MADNESS

On average there are not one but two guardians on every level. Most are dead easy to kill but others are a tad more tricky. The first is a purple snake that suddenly drops out of the trees and splits apart when you hit him on the bonce! One of the hardest baddies is found at the end of the fire level, where a hammer-wielding, fire breathing demon smashes the ground from underneath you with an massive mallet. Hot stuff!

See what we mean!



Mode 7 Heaven! This guy must be related to Big Bird!

Hold on for the flight – or fright – of your life!

Snow trouble for our lad Mickey!

ANIMATED ANIMAL ANTICS

When you think of Disney you automatically think of quality and, as the company is world famous for its animations, you'd expect nothing less than fab movement in this game. It's not only the four different Mickeys that have been given the Disney work over though; all the animals and insects are equally swish. From huge toads that hop onto your head and bobbing barrels in the water, right down to beavers and stars that flit about as you progress throughout the world – all are fantastic to watch!

I've been looking forward to this game for ages now and, when it first came in, it looked like my patience had been rewarded. Mickey's Magical Quest is easily the best-looking Disney game to date, and is even a strong contender for best graphics ever! Unfortunately in this case, beauty's only skin deep. When the amazing cosmetics of Mickey are peeled away you feel that there is something decidedly lacking – gameplay! Although it's instantly playable, Magical Quest offers little challenge to anyone who can play games (Rand should have a problem, then). The action starts off simple and doesn't really shift up a gear at all. The main levels are pretty repetitive and the end-of-level baddies offer nothing in the way of challenge. You should be able to rescue Pluto in about three days – and for fifty quid that's not really what you're after, is it?

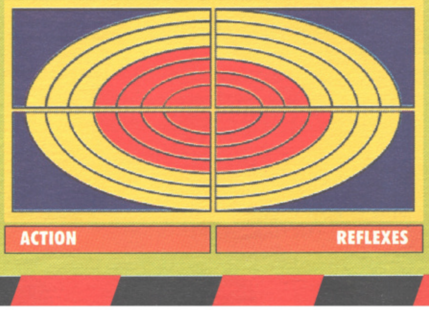
Could do better!

PAUL ANGLIN

There's no doubting the quality and feel of this game – it plays well, looks more stunning than Cindy Crawford and should've been a classic. Hold on a mo – should've? Cartoon games should contain humour and superb graphics and Mickey has all the Disney magic one would expect from anything with that name on it. What you shouldn't expect though, is to have to fork out fifty sovs for a game that any reasonable player will finish in a couple of days. Great value for the under-eights and novice gamers, but anyone with an ounce of skill should spend their money more wisely.

GARTH SUMPTER

GRAPHICS	%	95
SOUND	%	85
GAMEPLAY	%	79
VALUE	%	65



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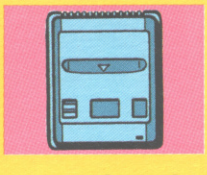
SNES

PLATFORM



BY KONAMI
£49.99

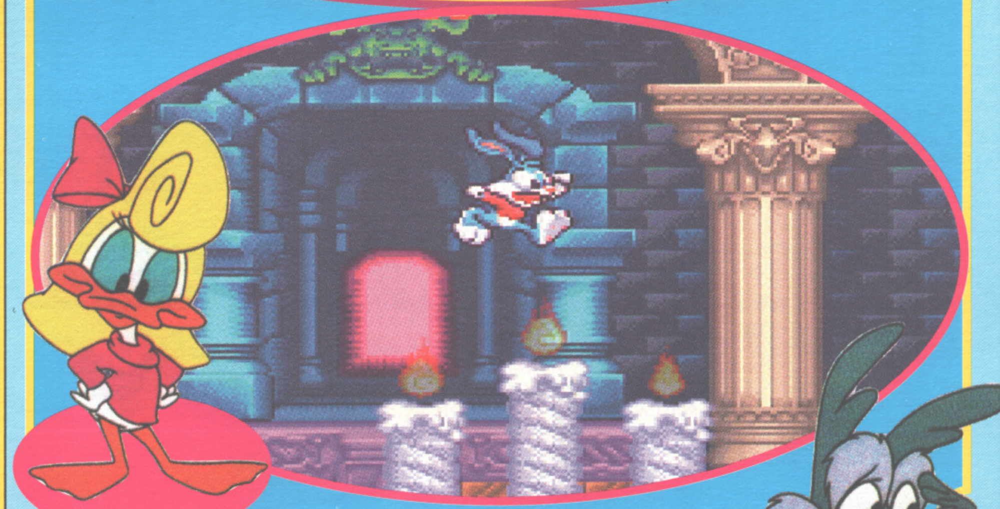
TINY TOON Adventures

Remember those great Saturday mornings spent doing nothing but watching kiddies cartoons? Well get ready to break out the SNES 'cos those days are back. From the mind of Steven Spielberg comes the Tiny Toons, offspring of various celluloid superstars. They've had their own TV show and now star in their first SNES game.

Tiny Toon Adventures casts you as Buster Bunny, the son of carrot-munching Bugs. He's having a few problems though, as the Tiny Toons home, usually a peaceful place, has fallen foul of a nasty element who have brought chaos and commotion. Buster, sets off to put them straight about a few things. Help is at hand as his friends help him out along the way.

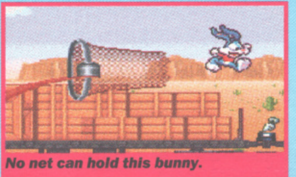
I'm an avid viewer of the Tiny Toons cartoon and this game will convert all hardened blast boys into cutesy freaks! The graphics are top notch; you're not going to find anything with a better cartoon look anywhere. Characters are brilliant – I haven't seen this amount of detail since Super Mario World! All the levels have a very different look to them and the tasks change dramatically, which means that there's no way you're going to get bored with this. The American Football stage really is worth playing over and over again just for the sheer hell of it, and the squash bonus game, with the huge and brilliantly drawn Furrball, is a sight to behold. Tiny Toons on NES and Game Boy was too easy, but that's not something you can say about this. The difficulty level is set just right, allowing you to get just that little bit further every time and, with six big levels to wade through, you can expect to be playing this well after Easter. They may be tiny, they may be toony and they may even be a little loony, but I tell you what – they're bloody brill!

PAUL ANGLIN

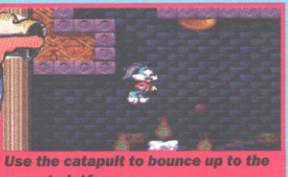


THEY'RE TINY...

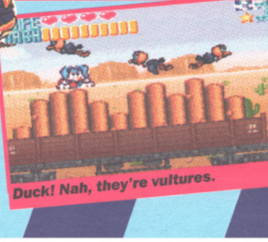
Buster Bunny is going to have a real hard time, trying to get through all the different levels of Toon Land. Luckily, he can make use of the one thing that no platform game should be without - extra lives! The easiest way for Buster to get these is to collect the stars that appear throughout the different landscapes. Stars act in exactly the same way as coins do in Mario games; when you pick up more than a hundred you gain an extra life. They perform no other purpose, but that's a damned handy one in itself.



No net can hold this bunny.



Use the catapult to bounce up to the next platform.



Duck! Nah, they're vultures.

PICKY PICKY

There are a number of different pick-ups in Tiny Toons, some of which only appear on certain levels. Here's the full list:

STAR: When you kill an enemy a star will appear (more than one if it's an end-of-level baddy). Collect 100 and you'll get an extra life.

SILVER CARROT: Refills one energy heart.

CRYSTAL CARROT: Adds one heart, up to maximum capacity.

CRYSTAL GOGO DODO: Kills all on-screen enemies.

GOLD CARROT: Buster's favourite pick-up. This refills your energy bar.

GOLD GOGO DODO: This little feller will make you invincible for a while.

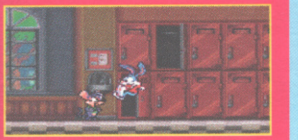
SILVER GOGO DODO: Fills up your dash gauge.

BUSTER DOLL: Gives you an extra life.

LOONY LEVELS

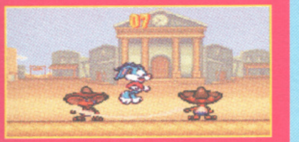
BIG TROUBLE AT ACME LOONIVERSITY

The action starts at the Toons' school with Buster trying to track down his pal, Hamton Pig.



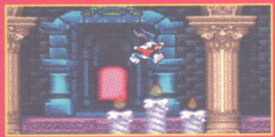
THE WESTERN MOVIE

Buster becomes Sheriff in an attempt to stop the ruthless Montana Max from ruining the town. Unfortunately, you won't have a gun to stop him.



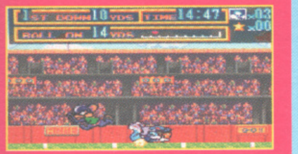
SPOOK MANSION

Poor Buster Bunny is stuck in Spook Mansion and must get out before he is trapped forever!



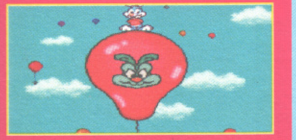
LOONIVERSITY FOOTBALL

This stage sees you at Acme Acres Stadium, guiding Buster Bunny through a rather heated quarter of the all-American sport.



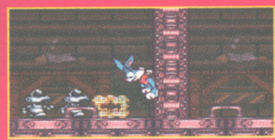
BUSTER'S SKY JINKS

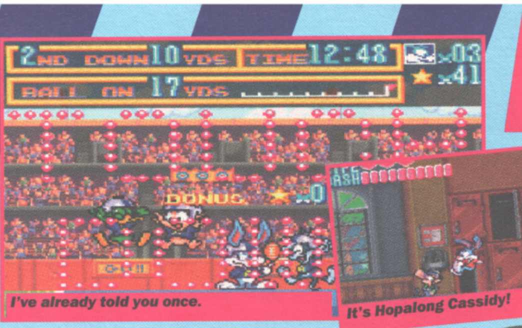
Take to the skies in search of Calamity Coyote's hidden treasure. Be careful though; it's a long way up.



SPACE OPERA

Princess Babs has been kidnapped! It's down to Buster to defeat the might of the Milky Way Imperial Army and save the Kingdom of Acme.

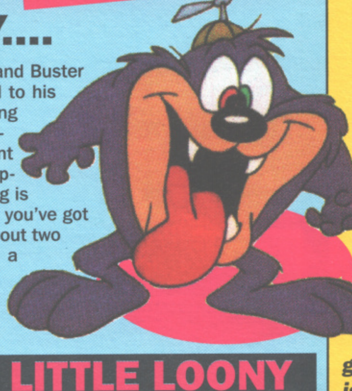




I've already told you once.

It's Hopalong Cassidy!

THEY'RE TOONY....

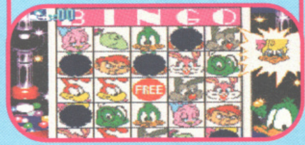


Bunny rabbits have dead strong legs and Buster has mastered a technique to put paid to his enemies using this strength. By pressing the X button Buster will perform a somersault dropkick manoeuvre. As violent as it may be, this is just a case of jumping on the baddies' heads. Good timing is needed to perfect this move, but once you've got it down to an art you'll be able to take out two bad guys at a time. You can land on a baddy at any time during the bounce, so it shouldn't be long before you've got your opponents hopping mad!

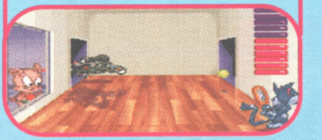
THEY'RE ALL A LITTLE LOONY

There's an absolute stack of bonus stages to tackle throughout the game. Here's a rundown on what they are and how they work:

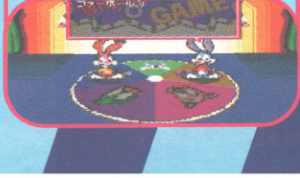
BINGO: Donning a waistcoat and a rather natty dickie bow, young Plucky Duck will call out bingo numbers; press one of the coloured buttons on your joypad to get a certain coloured ball. If you fill a line you'll be rewarded with an extra life.



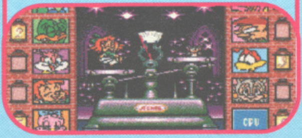
SQUASH: This game stars Furrball, son of Sylvester the cat. The object is to hit the ball against the wall to gain as many extra lives as possible within the time limit. Every time you hit the wall a bar on your counter lights up, and when your counter is full you receive an extra life. Occasionally, Tiny Toons characters will run along the back wall. If you hit them, one of a number of things will happen, from stopping the timer clock to slowing down the speed of the ball.



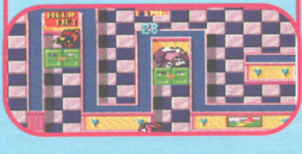
ROULETTE WHEEL: Spin the wheel and fate will choose your bonus stage.



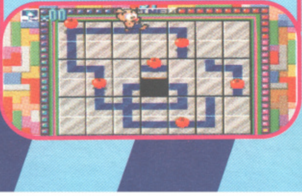
SEESAW: At the beginning you get a quick look at the five characters that the computer has chosen, and then you have to select five of your own which you think weigh more than the the computer's selection. It's not as hard as it sounds because, once you know all the characters, you'll quickly figure out their sizes. Not for beginners this one though 'cos it's a bit tough.



MAZE: Someone has locked up all of Babs' pals and it's up to her to get them out. You have one minute to rescue as many of the animals as you can to gain extra lives. But you'll have to be careful, because young Elmyra is intent on getting Babs back into her cage.

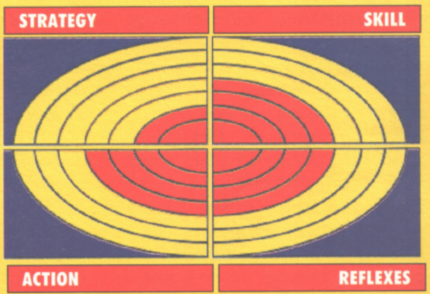


JUNCTION: Guide Hamton Pig along the tracks to collect apples. Not a tricky task, except that parts of the track disappear! Wait until the black square moves and creates a bit of track for you. Oh yeah, to make it trickier, you can't stop Hammy from moving so you'll need to work quickly.



I first saw the Tiny Toons cartoon in Hong Kong, ages before it came over to the UK, and I thought it was absolutely brilliant – even with the crap foreign translation! The NES and Game Boy conversions were good, if a little easy, but after seeing early shots of the SNES game I has high hopes for the 16-bit version. And have my hopes been dashed? No siree Bob; this is one of the best platformers you can buy for the Super Nintendo! Stuffed to the gills with classy graphics, demanding gameplay and loads of levels, Tiny Toons is a cart that'll keep you glued to the joypad for some time, if only to see the gorgeous reproductions of those oh-so cute Toons! The many bonus games add to the longevity of the cart, the best of the bunch for me being Squash, starring the massively excellent Furrball! Tiny Toons is a top title; grab it while it's hot!

PAUL RAND

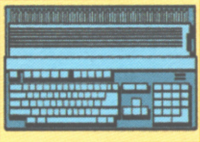


GRAPHICS	%	93
SOUND	%	92
GAMEPLAY	%	94
VALUE	%	94

CVG 94 HIT

INDIANA JONES AND THE FATE OF ATLANTIS

AMIGA



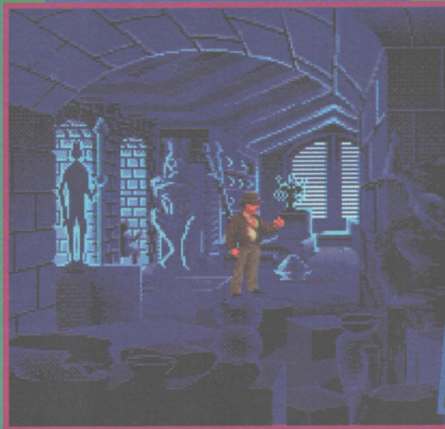
GRAPHIC ADVENTURE

BY US GOLD/LUCASARTS
£37.99

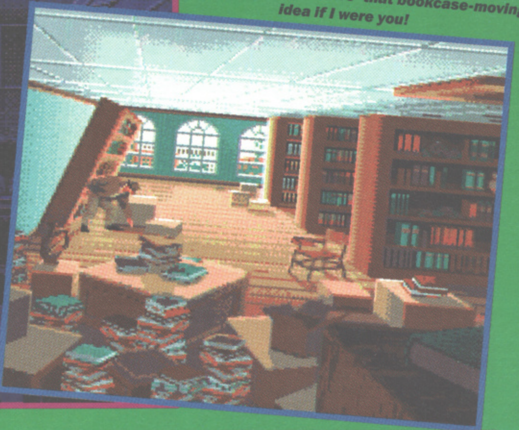
And you all thought that Indy had participated in his last archaeology-related romp in the Last Crusade, it being the final movie and all. But oh no; everyone enjoyed Lucasarts' adventures so much, they've only gone and created a totally original game starring our man Jonesy! As you might guess, Indiana's on the trail of the fabled lost city of Atlantis, and must find it before the Nazis. If not, they'll steal the entire stock of a previously unheard-of ore which can be found only in the sunken remains of the city. With the help of his friends, as well as the odd ancient artifact and a lorra, lorra luck, old Indy might just discover what scholars have spoken of for centuries. Then again, he might end up in the grip of Adolf's lads; it's entirely up to you!

The new Indy adventure, eh? I didn't think this would ever make it to the Amiga - it's a massive game. But here it is, all eleven (count 'em) disks full of fine Lucasarts adventuring! Little has changed during the switch from PC to Commodore - including the solution so steer clear of the solution we printed a few months ago if you want to reap maximum enjoyment. Graphics are great; probably the best ever seen in a game like this – although I'm not too keen on the full-screen stills. They serve little purpose and hold up the game. The iMUSE music system is a cracker. It changes tempo as the action dips and soars just like a real movie soundtrack. But it's the humour and taxing puzzles that really make this game; Indiana Jones and the Fate of Atlantis is full of both. Unfortunately, with eleven disks to juggle with there's a lot - and I must stress a LOT - of swapping to be done, but at least there's the bare minimum of waiting time between shoving the disk in and the action starting up again. Overall, the best the Amiga can do with a game such as this; a smashing game in its own right, and those lucky enough to own a hard drive will be laughing!

PAUL RAND



There's a lot of statues in here, but only one offers a way out - very peculiar!



I'd 'shelve' that bookcase-moving idea if I were you!

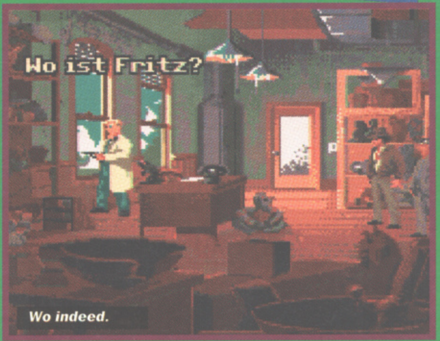
A BIRD IN THE HAND

This time around, Indy doesn't just have to rely on his own skills to survive and prosper - he's got a girl to help him! Sophia Hapgood was a trainee archaeologist with Indy on his first big excavation, but swapped that profession for a life as a psychic, of all things! Indy needs her assistance in this quest - not only for her dazzling good looks and womanly charm, but also because she's got a few artifacts from that first big dig which, it just so happens, will come in very handy when looking for Atlantis!

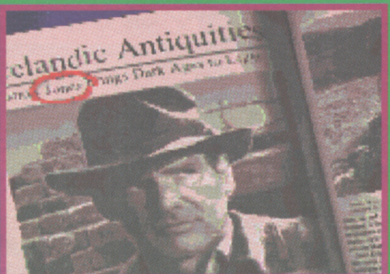
Atlantean salt cellars were much more ornate than today's offerings, weren't they.

HOW VERY IMUSE-ING!

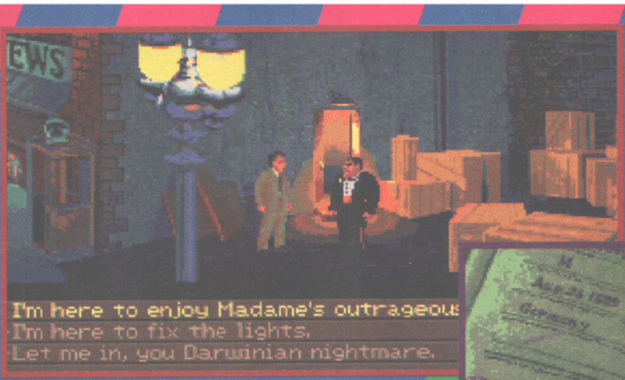
Indiana Jones and The Fate Of Atlantis is the first Amiga game to feature Lucasarts' now almost legendary iMUSE system. If you've never heard of it, iMUSE has been created by Mr Lucas' computer musicians and what it does is subtly alter the mood of the background music as and when various plot changes occur - for instance, if the game is quietly plodding along the music will do likewise, but were something dramatic to happen, such as Indy being confronted by one of the Nazis, the tune builds up to match the on-screen action. The system went down a storm when it was first introduced on the PC in Secret Of Monkey Island II, and is set to achieve the same effect with Indy!



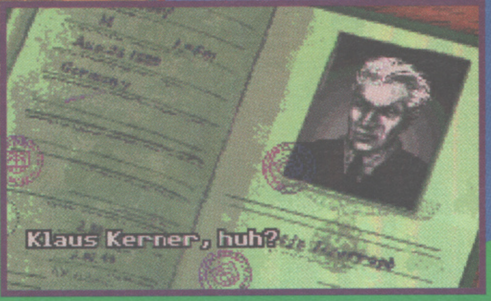
Wo indeed.



They certainly go in for big pictures on Icelandic Antiquities Monthly!


I'm here to enjoy Madame's outrageous
I'm here to fix the lights.
Let me in, you Darwinian nightmare.

Well, why else would he be hanging around dark alleyways?


Klaus Kerner, huh?

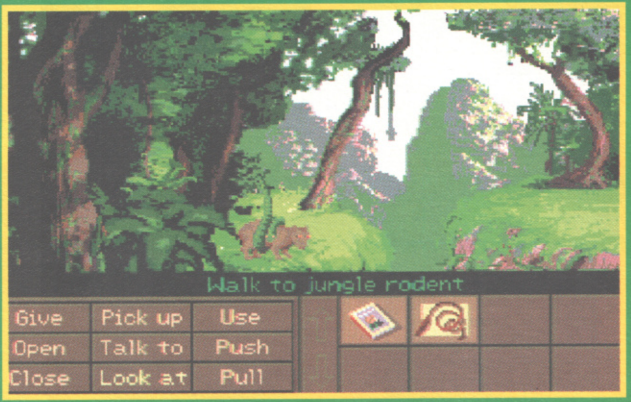
Wait a minute - if this bloke's a Nazi spy stationed in America, what's he doing carrying his German passport around with him?

WE MEET AGAIN, DOCTOR JONES

There's no denying that George Lucas' Indiana Jones is one of the most dynamic movie heroes of all time. In the original Indy adventure, Raiders Of The Lost Ark, Jones took on the Nazis in his search for the Ark Of The Covenant, the vessel which held the Ten Commandments when they were brought down from Mt. Sinai by Moses. Film two, Indiana Jones and The Temple Of Doom, although packed with spectacular stunts and stunning special effects, is something of a lacklustre affair in which Indy rescues children from a horde of voodoo doctors. The best of the Indy film trilogy was the last one made. Indiana Jones and The Last Crusade reintroduced the nasty Nazis and threw in a new character for good measure - Indy's dad, Dr Henry Jones. The father and son duo team up to find another Bible-related artifact - the Holy Grail.

YOU'RE IN CONTROL

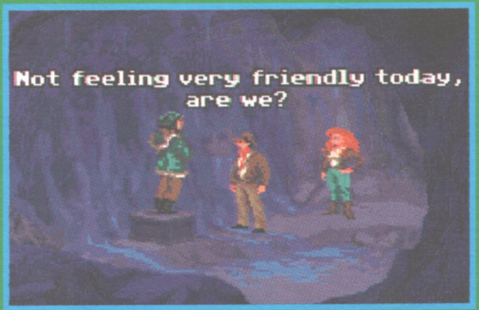
Chuck yer joystick away and make sure you've got a nice, clean surface to play on - Indiana Jones and The Fate Of Atlantis is mouse controlled! Almost every action is performed by clicking on various verbs and choosing an object – for example, if you select the word 'Open' and click on a door, Indy will, funnily enough, open the door! That's not all, though. Should Jones come into contact with Nazis and other enemies, he has the opportunity to beat them up using the keyboard; certain keys allow Indy to throw certain punches. Alternatively, he can try to talk his way out of trouble. When indulging in conversation, a number of lines of speech are shown; simply select the one which you think most suitable to the situation.


Walk to jungle rodent

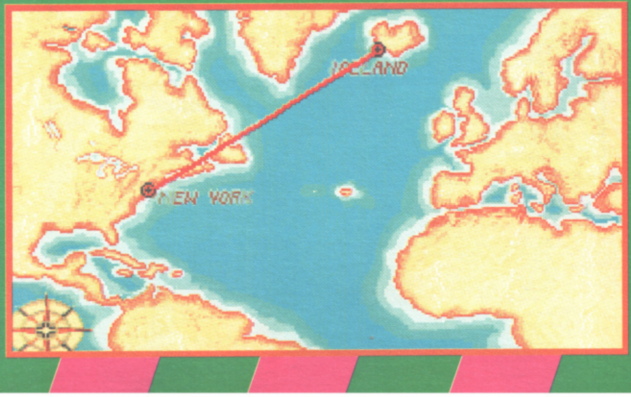
Aah, that poor jungle rodent. Still, it leaves Indy free to climb that tree!

WHIP CRACK AWAY!

Where would Indy be without his trusty whip? In it deep, that's where. Have whip, will travel is Jones' motto, and it's a good thing he does carry it with him at all times, because it comes into play quite early in the proceedings. Reach the jungle and you'll come across a snake wrapped around a tree – remember, Indy hates snakes. But he hasn't got to whip the serpent; no, our boy Jonesy's got to go into the jungle and use his fave weapon to scare a rodent found there – make it run out of the correct opening in the forest and it'll be attacked by the snake, allowing Indy to climb the tree and cross what would otherwise be an impassable ravine.


Not feeling very friendly today, are we?

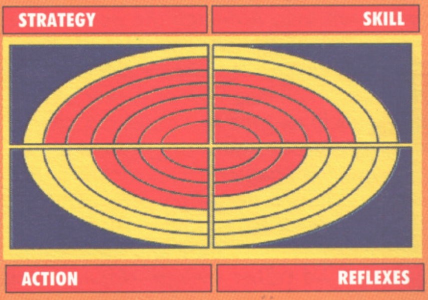
That's not the sort of question you should ask an Icelandic archaeologist standing on a box.



How on earth can Indy make all of these long journeys on a lecturer's salary? Let's hope the tax man isn't informed.

Being a self-confessed joypad-only man I was a bit peeved at the prospect of swapping a total of eleven disks just to get Indy to put his hat on, but that's a small price to pay for a game this involving and brilliant! I may have been a sceptic at first but now can safely say that I would seriously consider turning down laser-related death in favour of a few hours puzzle solving on my Amiga. Why? Well it's really just the brilliant graphics coupled with the completely engrossing gameplay. The action starts off pretty simple but quickly draws you in and, before you realise it, it's 3am in the morning and you still can't find that rare Atlantean artifact! In fact, that's probably the only real bummer about this game - you will not sleep until you find Atlantis and that's a promise. If a laser-death junkie like me can appreciate Indy and The Fate Of Atlantis, so can you - it's a stunner!

PAUL ANGLIN



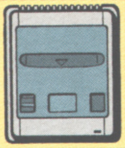
GRAPHICS	%	93
SOUND	%	95
GAMEPLAY	%	87
VALUE	%	91

CVG
93
CVG

FATAL FURY

SNES

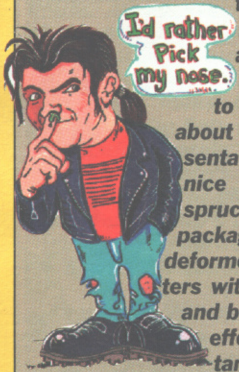
BEAT 'EM UP



BY SNK
£49.99

SNES conversions of Neo Geo games are appearing in abundance, and Fatal Fury is the latest such title. Yet another in an increasingly long line of Streetfighter clones, three fighters pit their skills against eight brutal back-street warriors before coming face-to-face with the vicious overlord, Geese Howard. Howard resides on his infamous isle, linked to the main island area by a bridge. All you've gotta do is clear the mainland of henchmen, pack up your toothbrush, grab a spare pair of trousers and hit Geese's base – nay problem!

Fatal Fury is no match for Streetfighter 2. Controls are slow to react, there's the bare minimum of animation and even a little corruption of graphics during some special moves. Although the game is an adequate conversion, let's face it, Fatal Fury was never a top choice game on the Neo Geo. You can defeat nearly all the bad guys in no time by stringing a couple of good combinations together and the computer is shamefully predictable. It's a great laugh to watch Michael Max flounder about as you jump over his head time and time again, before ripping him apart – he just doesn't know what to do! The best thing about the game is its presentation, with some very nice maps and intros sprucing up the overall package, but the deformed backdrop characters with their stupid faces and bodies ruin the whole effect. Sound's just as tame, especially when you finish a character off; the machine just babbles a bit, leaving the sprites bouncing up and down like fish out of water. That Streetfighter-beater has yet to come.

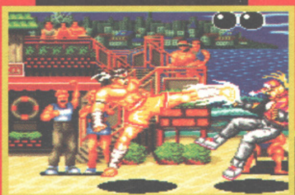

I'd rather Pick my nose.

STEVE KEEN

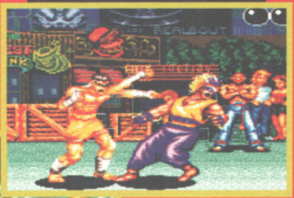
CHOOSE YOUR WEAPON

Each of the battling brawlers has four special moves. Here's the lowdown on what they do and how to perform them.

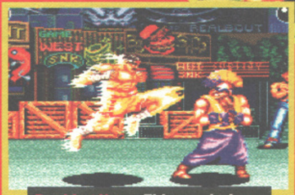
Joe Higashi's a talented young kick-boxing champion. His four moves include the Flaming Kick, the Furious Fist, the Dashing Knee and Tornado Punch.



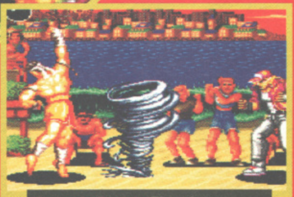
Flaming Kick. *A deadly move which involves striking at the opponent's head whilst forcing him backwards. It's performed by pressing diagonal down-left then pushing diagonal up-right and hitting B.*



Furious Fist. *Only use this when in close quarter combat or when your opponent is trapped in the corner. The Flaming Fist lets Joe perform tons of lightning-fast jabs, followed by an uppercut for huge damage. Repeatedly press Y for this move.*

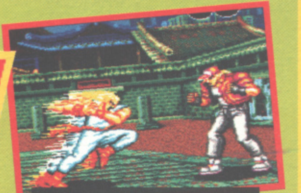


Dashing Knee. *This sends Joe hurtling forward in a blur of speed to land a crushing blow to the luckless enemy. Push down, diagonal down-right, left, diagonal up-right and B for this little number.*

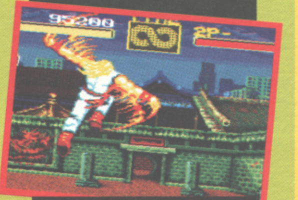


Tornado Punch. *The sheer speed of Joe's uppercut as he lifts his fist from the ground is enough to generate a huge tornado of wind which can sweep an opponent off his feet. Perform a semi circular move on the bottom half of the joy pad and hit Y for this incredible attacking manoeuvre.*

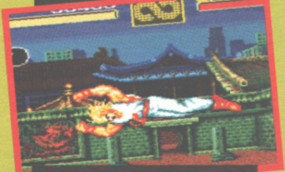
Andy Bogard is one of two brothers fighting for their lives on the main island. He's a Kung Fu master and can perform incredible acrobatics. The fastest of the three characters, his moves are the Dash, Spinning Dervish, Back-flip and Shield Of Force.



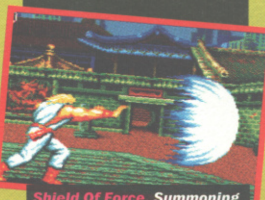
Dash. *Turns Andy's body into a distorted blur to collide with his adversary and inflict massive damage. Push diagonal down-left, then right and hit Y.*



Spinning Dervish. *A great move if you can pull it off. Andy spins through the air, throwing his arms about like flails. Hit down, diagonal down-right, right, diagonal up-right and Y.*

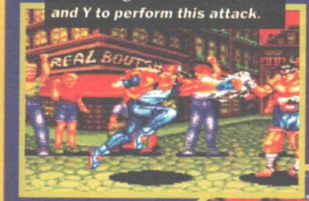


Back-flip. *The human spring! Mildly amusing but not very effective. Diagonal down-left, diagonal up-right and B are the keys to press.*

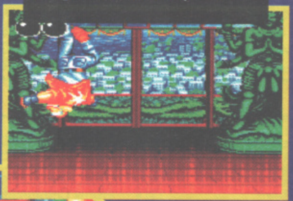


Shield Of Force. *Summoning up all his mystical powers, Andy thrusts a huge shield of plasma from his fists – major damage! Push down, diagonal down-left, right and Y. Fierce!*

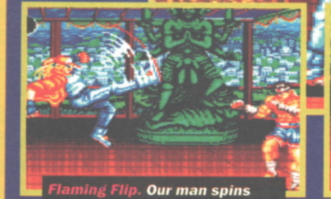
Terry Bogard is the best all round fighter. His moves are the easiest to master and execute, so pick him for top winning fisticuffs. Flaming Fist, Inverted Spinning Punch, Flaming Flip and Wall Of Fire are his forte.



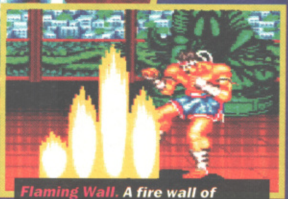
Flaming Fist. *One of the most devastating moves on offer, this sends Terry shooting forward with his fist outstretched in a sizzling bolt of speed. Down, diagonal down-left, left and Y to perform this attack.*



Inverted Spinning Punch. *The hard hitting hero turns on his head to lash out at the villains with repeated smacks to the gob! It doesn't last very long, though. Push down, up and Y.*



Flaming Flip. *Our man spins over onto his back and trails out a single flaming leg for brain-busting damage! Hit down, diagonal down-left, left, diagonal up-left and B.*



Flaming Wall. *A fire wall of increasing size that scorches toward your opponent before dying away – a real match winner! Down, diagonal down-right and right.*

ISLAND HOPPING

There are eight different locations spread around the main combat island. Each location features one of seven different opponents, simply aching to take you on. Also, tucked away to one side is the bonus arena where contenders have to burst tyres for extra points. Just over the bridge lies a smaller isle – the home of the King Of Fighters, Geese Howard. It's him you're really after, so go for it!

THE SIMILARITY ENDS HERE

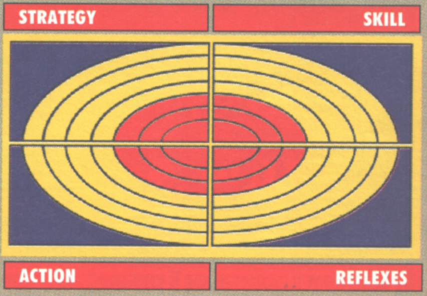
The main part of the game involves you picking one of the three principle characters and fighting towards Geese at the end. However, you'll be pleased to know that there is a one-on-one option called Street Fight (original, huh!). Don't go gaga yet, though. You can only choose to be one of the original three characters – all those lovely baddies remain out of your control. Aaaaargh!

WHAT'S THE OPTION

There are huge chasms to negotiate in Fatal Fury's option screen. There's a difficulty setting of one to nine, four different match lengths, four continues and a complete joypad programming facility. Phew!

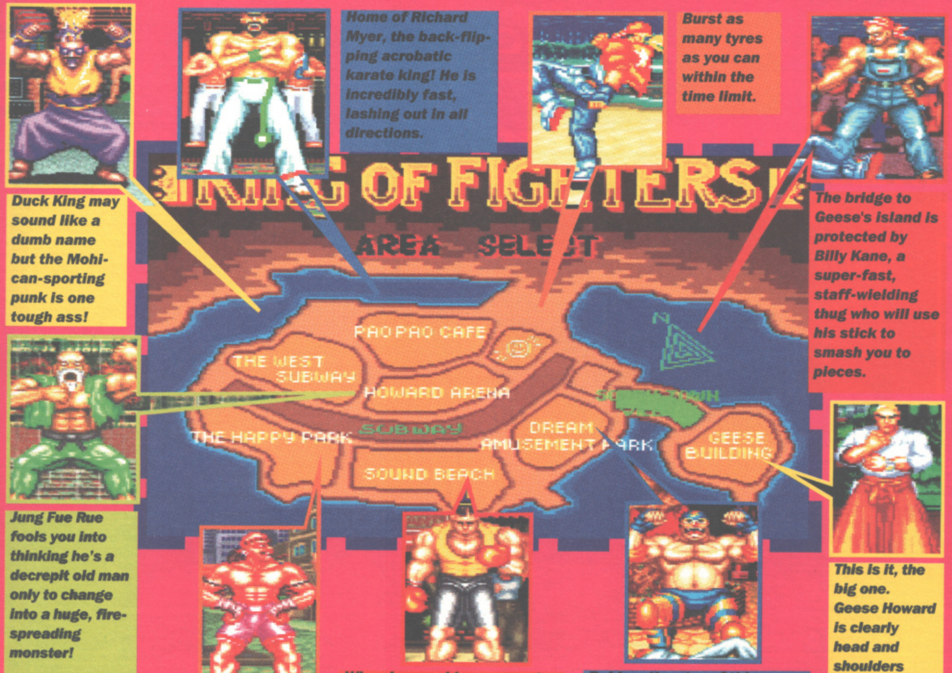
Fatal Fury, the coin-op, burst into the arcades after Streetfighter had already taken everyone's spare cash away. Consequently, it failed to offer any real improvements on the Grand Daddy of all arcade machines. And so with the SNES conversion we see Streetfighter's poorer cousin once again arrive too late to make any lasting impressions. Graphics, whilst faithful to the original, are garish and at times confusing. Even the large selection of special moves still leave the game without any real variety and the sluggish controls make precision fighting as possible as Stevie Wonder going four rounds with Chris Ewbank. Whilst most games pale into insignificance against Streetfighter, Fatal Fury does do better than most but once you've seen the best, you can see why this is just one of the rest.

GARTH SUMPTER



GRAPHICS	%	78
SOUND	%	67
GAMEPLAY	%	69
VALUE	%	73

CVG 72 CVG



Home of Richard Myer, the back-flipping acrobatic karate king! He is incredibly fast, lashing out in all directions.

Burst as many tyres as you can within the time limit.

Duck King may sound like a dumb name but the Mohican-sporting punk is one tough ass!

The bridge to Geese's island is protected by Billy Kane, a super-fast, staff-wielding thug who will use his stick to smash you to pieces.

Jung Fue Rue fools you into thinking he's a decrepit old man only to change into a huge, fire-spreading monster!

Not for you it isn't! This is the domain of Hwa Jai, a Dhalsim-like character who can turn his body into a smouldering fireball by drinking potions that fly onto the screen.

Who else would you expect to find here but a complete muscle-head! This is the turf of Michael Max, a huge boxer. Don't sweat it out, though; you're more than a match in speed for this bozo!

Raiden, the star of this show, spends most of his time trying to pull in tourists with his strange feats, one of which includes blowing sand which he incorporates into his fighting technique.

This is it, the big one. Geese Howard is clearly head and shoulders above the other fighters, but he's not invincible. You should lick him in time – a lot of time!

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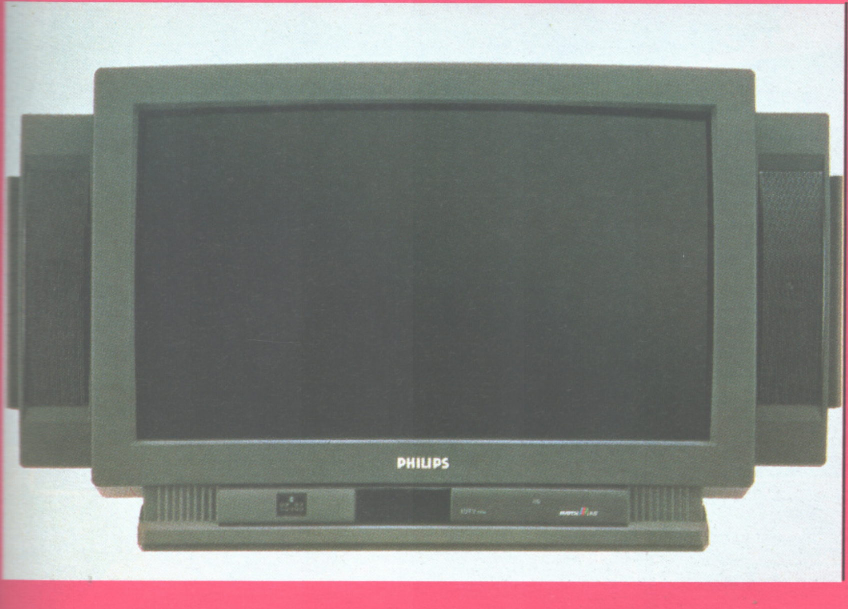

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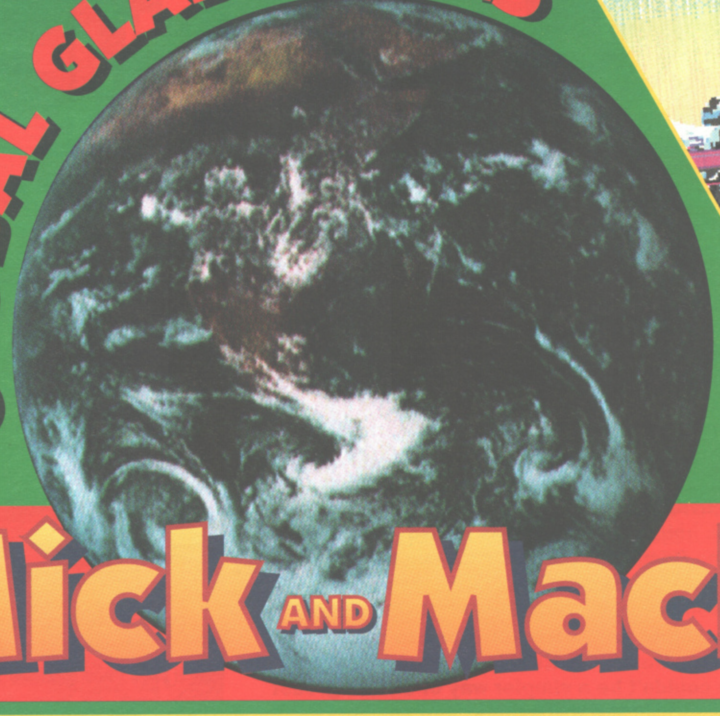
GLOBAL GLADIATORS

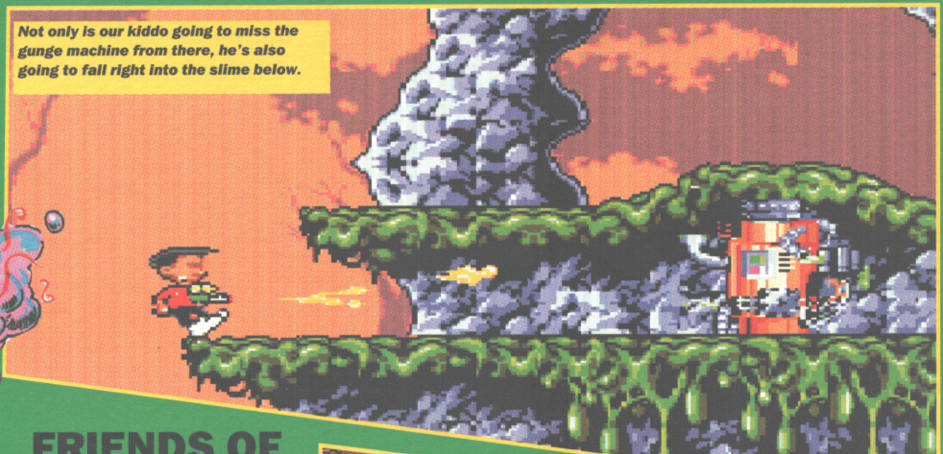


Mick AND Mack

A visit to McDonalds makes your day. That's how the saying goes, but we always thought they were talking about the burgers (which, incidentally, were officially classed as the healthiest around in a recent report - blimey!). Young Mick and Mack were sat in their local Mac Dees reading a strange comic about pollution, when who should appear out of the blue but Ronald McDonald himself! Needless to say, the lads were somewhat surprised; even more so when Ronnie magically teleports them into the comic! McDonald Land is in danger of being polluted beyond repair, and Mick 'n Mack, armed with detergent guns, have been given the clean-up job. So pick up your joypad and do your bit for ecology!

Mick and Mack – Global Gladiators should certainly impress the greenies out there with its good, wholesome 'Clean up for the kids' message. What's more important though, is the fact that it's actually a damn good game, too! The first thing to hit you is the quality of the graphics; Virgin's artists just get better and better with each new release! The detail put into the sprites is staggering – little touches such as the boys blowing bubbles with their chewing gum and swivelling their guns around is a hoot! Sound is of a very high quality; sampled speech, a host of funky in-game ditties and a cracker of a dance track accompanying the bonus game keep the adrenalin flowing. But not as much as the game itself! A race against time and the plethora of enemies that dog you all the way, Mick and Mack – Global Gladiators is yet another hit for Virgin.

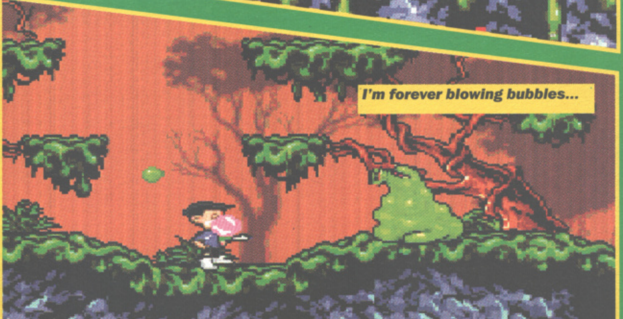
PAUL RAND



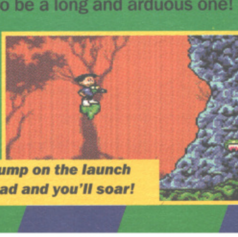
Not only is our kiddo going to miss the gunge machine from there, he's also going to fall right into the slime below.

FRIENDS OF THE EARTH

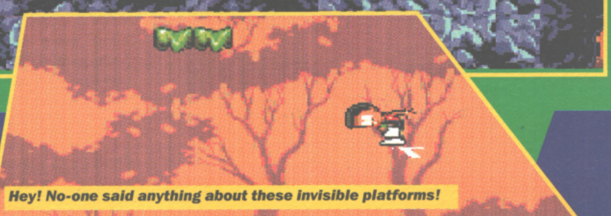
Detergent guns in hands, our boys Mick and Mack have a big task ahead of them. The young dirtbusters must tackle the trash across a multitude of landscapes, starting in the Slime World and moving on to the Mystical Forest, packed with killer squirrels and man-eating plant life! If you survive all this, there's still Toxi Town and Ice World to clean up and, as each level is made up of three stages, you can imagine that the anti-pollution business is going to be a long and arduous one!



I'm forever blowing bubbles...



Jump on the launch pad and you'll soar!



Hey! No-one said anything about these invisible platforms!

The best gag sent in which includes the word 'snowballs' wins a game!

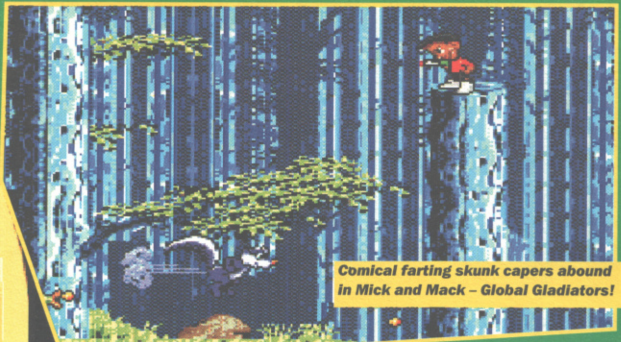
GREENPEACE

The aim of the game is point accumulation, and Mick and Mack can score plenty if they know where to look! Dotted around the play area are little McDonalds logos which, if collected, add to your score. Some are easy to reach, but others – especially those that are grouped together in bunches – can only be reached by leaping onto launch pads. These, predictably enough, launch the player high into the air, enabling him to pick up scores of extra points and reach the higher levels.

Visit this place – it'll make your day, apparently.

WOW! THE GLOBAL GLADIATORS ARE WAY AWESOME!

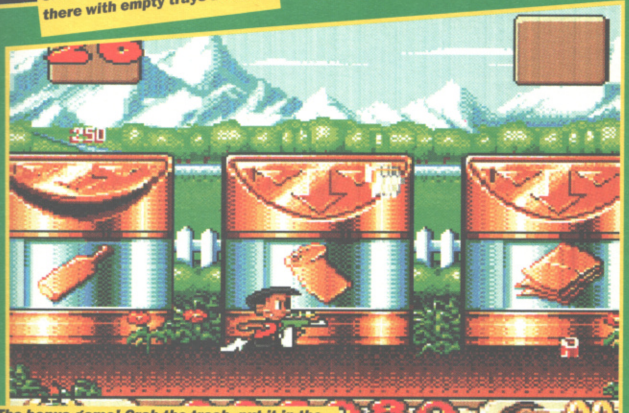
Oi! Are you two going to sit there with empty trays all day?



Comical farting skunk capers abound in Mick and Mack – Global Gladiators!

THE GREEN PARTY

Being an environmental game, you'd expect there to be a few hideously mutated creatures to kick in. Mick And Mack – Global Gladiators gives you a plethora of polluted punks to pound, from bloated gunge monsters to big rubbish-spreading machines. Armed with the latest in detergent gun technology, you're more than equipped to tackle these problems, but watch out! Some baddies sneak up behind you while you're happily blasting away and deplete your energy like nobody's business!



The bonus game! Grab the trash, put it in the bins provided and don't get hit by the anvil!

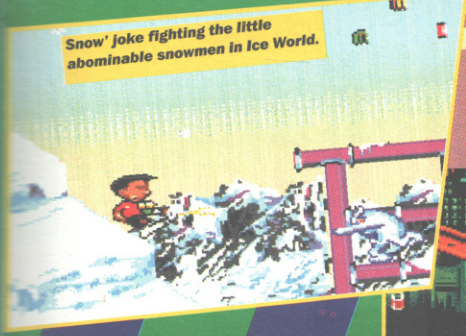
NOT-SENSIBLE DAVID ICKE

It's not all platforms, shooting and destruction in Mick and Mack – Global Gladiators! Collect over forty McDonalds logos and you reach the bonus stage, where you're given the opportunity to do your bit for world cleanliness in the form of a tidy-up campaign! Three bins are shown on-screen – one for bottles, another for cans and the third for old bits of newspaper. All three types of object fall down the screen, and it's up to you to pick up the rubbish and put it in the relevant waste receptacle. Allow the litter to settle on the floor, or put the wrong item in the wrong bin, and you lose. It's also bonus game over time if you're hit on the head by the rogue anvils that also hurtle from the skies!

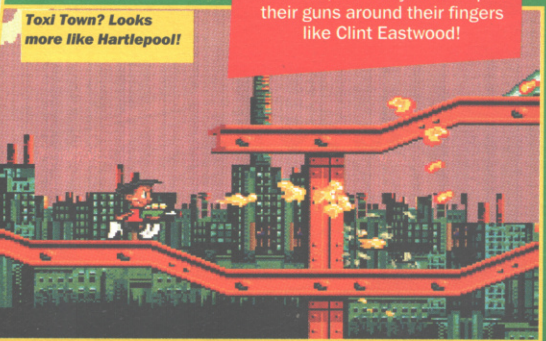
ELEFRIENDS

Global Gladiators that they are, Mick and Mack are a pair of cool kids. You can choose to control either character and, although they perform the same functions, they do have one major difference – one's black, the other's white! These two are so cool their mums get them to keep frozen turkeys down their trousers! Just leave them alone for a second or two and they'll blow massive gum bubbles, wink at you and spin their guns around their fingers like Clint Eastwood!

Snow' joke fighting the little abominable snowmen in Ice World.

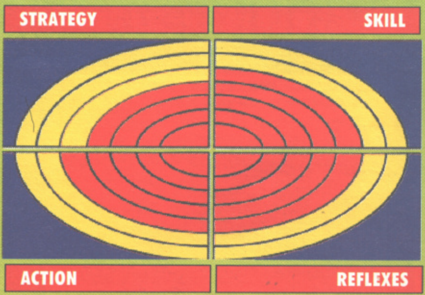


Toxi Town? Looks more like Hartlepool!



After almost a decade of chucking out fast food, American nippy nosh giants Mac Dee have finally made it on to console. Will the game have a nice day? Or is this just mass produced fodder for the masses? Well, strike me Ronald if Mick and Mack isn't one top game. First off, I've never seen sprites with as much personality as these fellers. The two lads bob around the screen shooting off huge blobs of slime like troopers, and even when you're not controlling them they can't stay still! The game's sooo smooth; the temptation to jump around and just let the guys glide through the jungle is overwhelming, and if that's the way you play it you'll probably not get much enjoyment from Global Gladiators. However, when you get down to some serious pad-thrashing you soon find out that there's a great game in there. A joy to watch and a thrill to play. The next time I get the urge for a Big Mac I'll plug this cart in instead. Well worth £40 of anyone's money!

STEVE KEEN



GRAPHICS	%	92
SOUND	%	93
GAMEPLAY	%	91
VALUE	%	89

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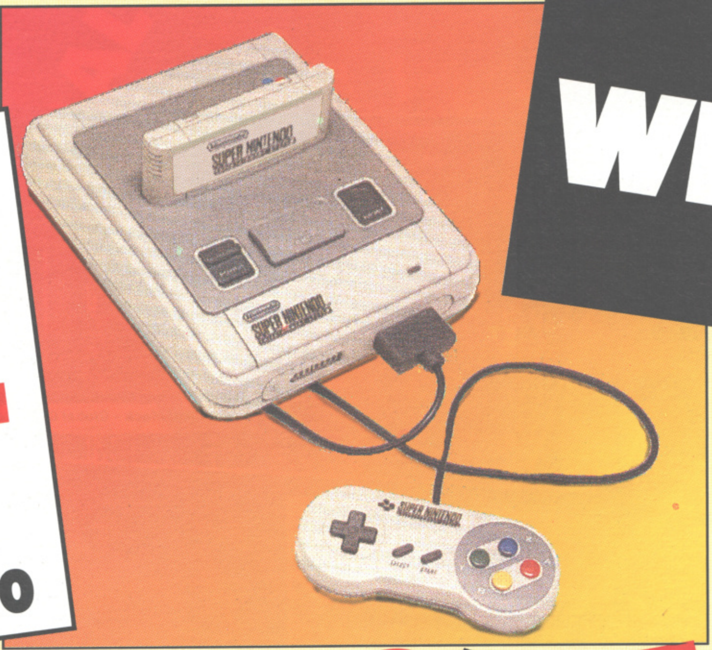

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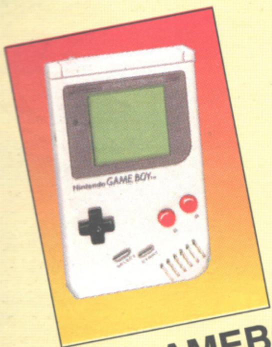

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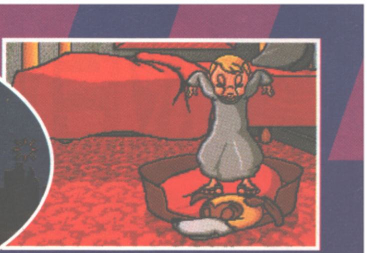

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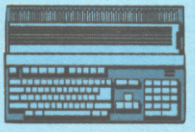

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Sleepwalker

Your dad may snore louder than a wilderbeast with sinus trouble when he's asleep, but I bet he doesn't get out of bed and do three laps around the living room before the toil of the next day! However, our lad Lee has just that problem. During a routine snooze he jumped out of bed and landed right on the head of his faithful dog, Ralph. The old mutt woke up just in time to spy the boy leaping straight out of the open window and screeched in horror! There's only one thing the hound could do and that was to bound out after him and make sure that he came to no harm!

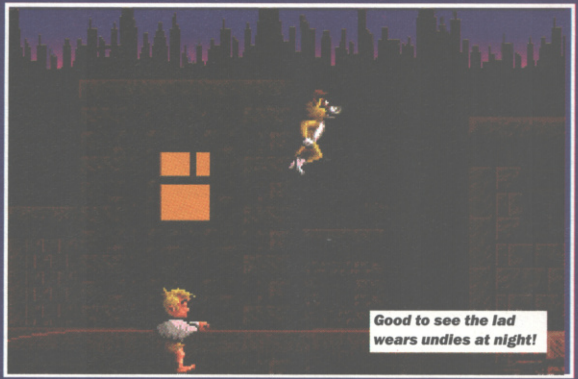
Sleepwalker has such a massive media push behind the charitable release I really thought that the game would be dross. Instead it's turned out to be one of the most original games Ocean has put out since Robocop 3! The animated intro is brilliant, even incorporating Lenny Henry's voice for Ralph the dog, and the tiny touches of detail to the characters during the game really get you engrossed. Lee's nightshirt billows up around his knees when he falls off ledges and Ralph doggy-paddles with style! Although six levels doesn't sound like much they are pretty hard, but the animation's so excellent you'll be hooked for hours without taking a break - and hey! It's for Cher-arity Mate!

STEVE KEEN

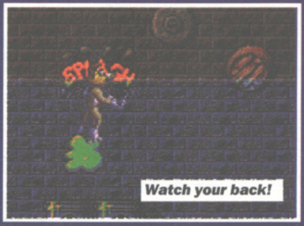
GRAPHICS	%	86
SOUND	%	78
GAMEPLAY	%	84
VALUE	%	80

ROLE REVERSAL

Lee's not far from being one of the walking dead, but Ralph's talents seem to be limitless. In order to get Lee over gaps in the rooftops, the dog can kick him up the rump or jump into the space and make a bridge with his body, Superman style! Ralph can turn Lee around, push him along to speed him up, switch places and is even armed with a club to knock seven bells out of any nightclub bouncers who are giving Lee a hard time.



Good to see the lad wears undies at night!



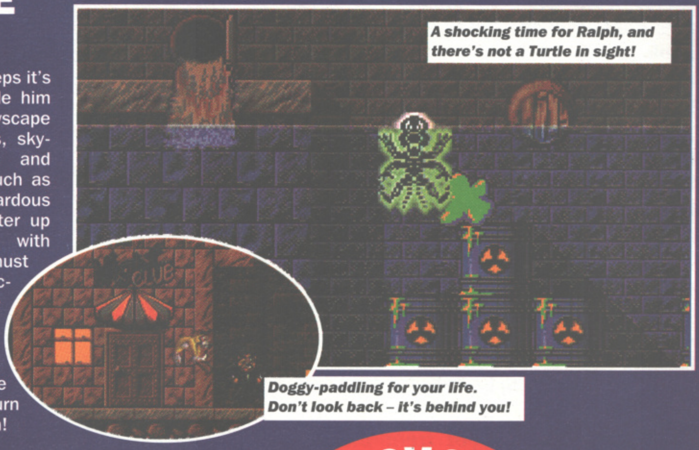
Watch your back!

HE'S GOT THE MOVES

Both master and mutt can collect a bag full of objects to make the night time adventure more interesting. Sleepwalker, being linked firmly with the Comic Relief Charity, leans heavily on slapstick humour, so the pick-ups are suitably comical. Whoopee Cushions give invulnerability, false beards drop a hint to completing the level, ear muffs put Lee into a deeper sleep, dunce's hats complete your level map and custard pies build bridges over water. In addition the five letters to COMIC are scattered around the stages and if you complete the word you'll get the chance to play a bonus stage.

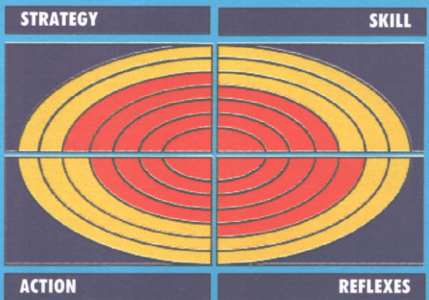
WHO'S THE MASTER

As Lee's in the deepest of sleeps it's up to you, as Ralph, to guide him safely through six levels of cityscape over ledges, telephone wires, skylights, perilous drops, roads and sewers. Certain obstacles, such as water-hydrants and hazardous waste, will wake the youngster up straight away, killing him with shock.So, using Ralph, you must prod the lad in the right direction and run ahead where necessary to clear a safe path. This is harder than it sounds as you can't always keep Lee in eyesight and if he hits a brick wall he's likely to turn around and walk off a cliff! Doh!



A shocking time for Ralph, and there's not a Turtle in sight!

Doggy-paddling for your life. Don't look back – it's behind you!



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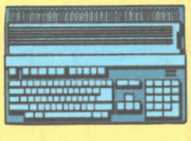
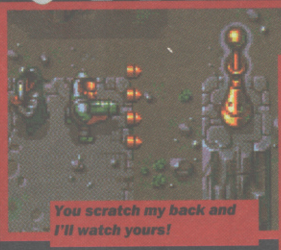


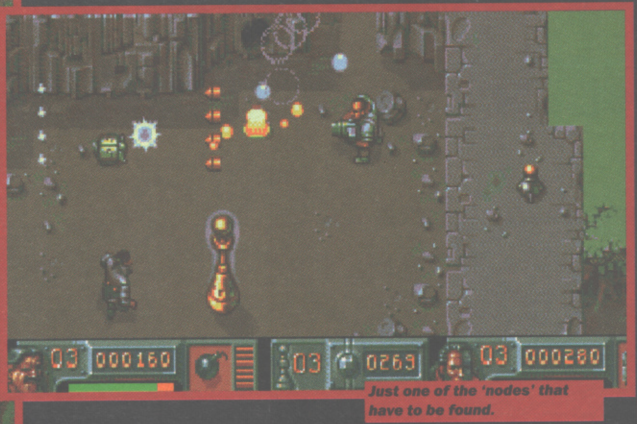
It got a red hot preview back in November and, after what seems like decades, the Engine is set to be released on Amiga! Way back in the mists of time – well, the late 19th Century – the Victorians built a huge machine, a sort of primitive computer, that over the years acquired a life of it's own. The machine produced all kinds of mutants and now wants to take over the world! However, it didn't reckon on you and your team of hard-assed mercenaries giving it a kick up the sprockets! Heading a team of two, or simultaneously playing with a friend, you've got to find your way to the Chaos Engine's world and shut the monolithic mother down – and fast! Jules Verne, eat yer heart out.

It's taken long enough to materialise, but I'm happy to say that Chaos Engine is a winner from start to finish. Renegade have packed in the detail tighter than an elephant in a Christmas cracker! Sprawling over sixteen massive levels, the action is fast and furious with just the right blend of gory monster-bashing and brain-draining puzzle solving. You couldn't want for more weapons, more pick-ups, more monsters or more surprises than are available in this game. The graphics are near-perfect, with more attention to detail than I've seen in most console games; the characters' pony-tails sway as they scuttle around the screen, waterfalls stream from rock crevasses, lights flicker from behind windows and flashes shoot from the barrels of guns as they power into victims. Well worth the overly long wait, get Chaos Engine now and make those console kids green with envy!

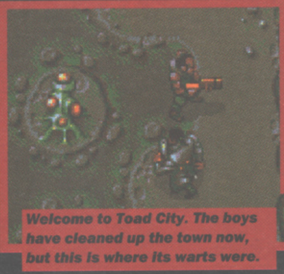
STEVE KEEN



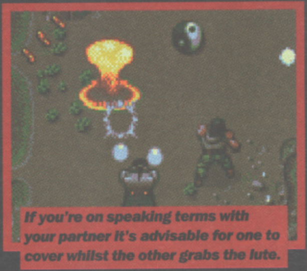
You scratch my back and I'll watch yours!



Just one of the 'nodes' that have to be found.



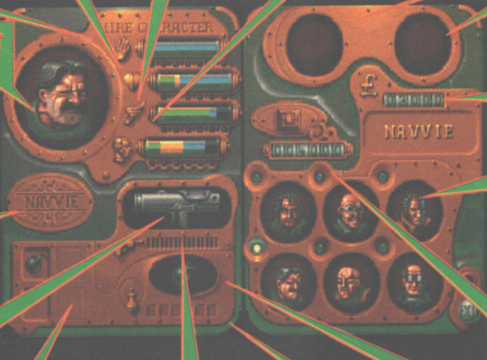
Welcome to Toad City. The boys have cleaned up the town now, but this is where its warts were.



If you're on speaking terms with your partner it's advisable for one to cover whilst the other grabs the lute.

TWO'S COMPANY

To get anywhere in Chaos Engine, your characters must work as a team. That's not to say you can't be ruthlessly competitive – two players can set out together and divide all the spoils equally, or maniacally grab anything they can get their hands on first. If you're really sad, (like Lord EMAP) and don't have a friend to play against, the computer does more than a fair job of controlling the other player. In fact, it's only in two player mode that you have to start to worry about cash distribution. You'll need lots of wonga to stay in the game, so make sure that you keep up with your partner in the dosh stakes. At the end of each level the cash collected is totted up and a percentage of how much of the level each player has completed is shown.



SKILL Do you have enough of the right stuff to bump up your other attributes or bring power-ups and special abilities into play?

STAMINA When the juice runs dry on this baby you're just history!

SPEED Are you as fast as the wind or slow as a slug?

INTELLIGENCE Only applies to computer controlled characters. If there's not enough in the bucket you can bet that the blockhead would be last choice in a game of five-a-side!

CHARACTERS HIRED The two members of your all-night party.

CHARACTER PORTRAIT Can your man pull the birds?

COST OF CHARACTER You start with a sack of cash, but bodies don't come cheap and it'll soon be eaten up by these mercenaries.

CHARACTER'S NAME There are six different characters to choose from, and picking a well-balanced team is vital for a realistic attempt at getting to the Chaos Engine.

CHARACTERS FOR HIRE There are six of the meanest hombres on the planet available for hire. Even the Preacher chews baccy 'n' spits lead!

CASH BALANCE The party's stash at a glance.

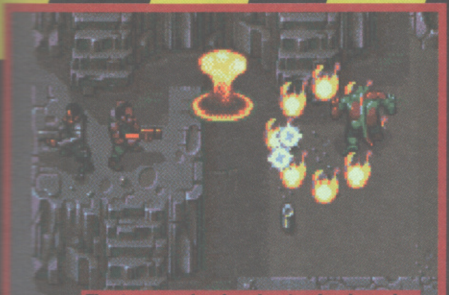
WEAPON HELD Each character has a weapon with different qualities. Depending on the character you can collect power-ups for your man which increase the number of shots, damage inflicted or whether the pulses go through monsters or not. The colour of a shot depends on the level it's been powered to – red is total devastation!

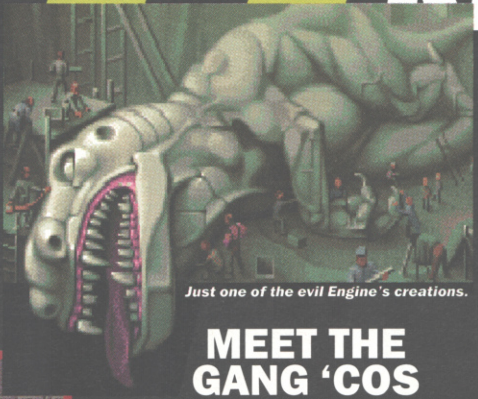
SPECIAL ABILITY INVENTORY Each man can carry up to six of these goodies. Here you'll find the ones you've acquired.

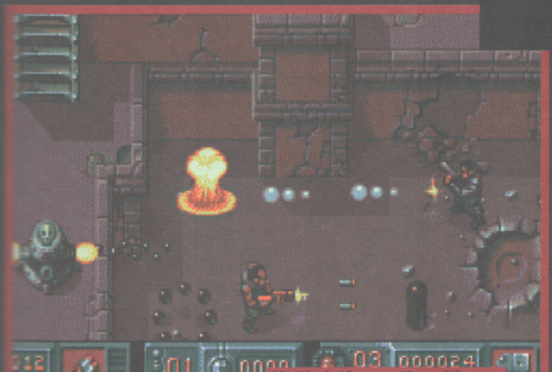
WEAPON POWER The level your chosen weapon has reached with power-ups.

SPECIAL ABILITY POWER Exactly as it suggests!

SPECIAL ABILITY HELD You can only hold one in your hand at a time. They may be bought or found. To swap between the one you're holding and those you carry, press the Space bar.


The game can be played on two levels, and some guys can drop bombs off ledges.


Just one of the evil Engine's creations.


Multi-platform action with a side salad of death!

MEET THE GANG 'COS THE BOYS ARE HERE!

Six of the scummiest earth crawlers on the planet are offering their services to you and no two serve the same shots! The Navvie is one of the most powerful characters, being able to power up his weapons to incredible levels, while the Priest can only carry light armaments. He moves very quickly though, and can heal people without the need of a first aid kit. The weaker the character, the cheaper they are to hire; the Mercenary has a massive Gatling gun that carpets the area with bullets and the Gentleman sports the latest in flame-throwers, whilst the Brigand is endowed with double shots. Last, but by no means least, is the Thug who carries a devastating shotgun that scatters up to six death-dealing shells at a time!

THE NAME OF THE GAME

To get through all sixteen levels you'll need all your reflexes and wits about you. Throughout each stage is hidden a group of 'nodes' which, once hit, open the exit to the next world. A counter tells you how many nodes are on each stage and the minimum needed to open the gate. Things start out easy enough, with everything pretty obviously positioned. However, some levels have more than one exit. If you've only shot a few of the nodes and your exit's already open, it's a fair bet that hidden somewhere else is another, as yet undiscovered, route. Not only that, but there are a ton of puzzles to solve before you can get out. Moving blocks, sliding panels and false statues are just a few of the secrets that await explorers. Quite often you'll find yourself completely stuck, but by shooting some of the more oddly-shaped pieces of rock you might find keys that'll move the scenery, revealing secret areas, or stairways to other stages.

SPECIAL POWERS

MOLOTOV - A ring of fireballs which shoot out all over the place in the direction the cocktail was thrown.

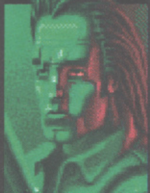
DYNAMITE - When it goes up all the monsters in the surrounding area will be toasted!

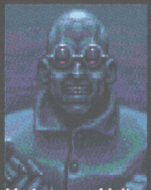
MAP - Shows an overhead view with a three screens radius from the central character.

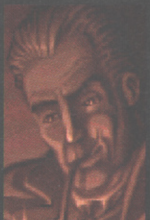
BOMB - This beauty kills everything in sight and shakes the whole screen!

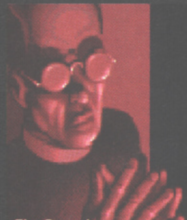
FIRST AID KIT - If the Priest isn't in your party, these are the most precious Specials you can find. They heal both members of the party to full Stamina.

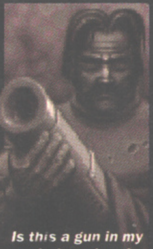
SHOT BURST - Very powerful shots fire out in all directions around the character.

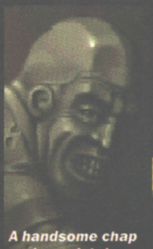

Smooth 'n' hard – and that's just the cut of his gun!


I bet you wouldn't like to meet this guy on a dark night.


The Clint Eastwood of the Chaos world.

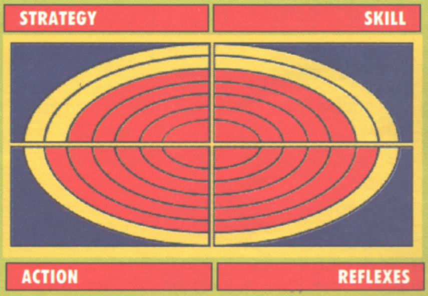

The Preacher has a direct line to the divine.


Is this a gun in my pocket or etc, etc.


A handsome chap and no mistake.

Boy, it looks as though those Renegades have done it again! Chaos Engine has something for everyone; there are so many avenues of gameplay it'll turn your head inside out! Play the game as a straight shoot 'em up, frying everything in sight, or get stuck into some real Sherlock shenanigans by hunting out all the secret passages and rooms hidden throughout the complex. Either way, it'll take you months to get bored with this one! Renegade have just completed their own sound system and this is its first gig. Similar to Lucasarts' iMUSE, it adds an unseen depth to Amiga games by making the music react to the action on the screen. As you walk toward streams, the sound of running water gets louder; walk away from the danger or an exit and the music loses it's pace, turn back and it builds to frantic proportions! If you thought you'd had your fill of shoot 'em ups, check out the world of the Chaos Engine - you'll never want to leave!

GARTH SUMPTER



GRAPHICS	%	90
SOUND	%	90
GAMEPLAY	%	88
VALUE	%	87

CVG 90 HIT

MEGADRIVE

ARCADE

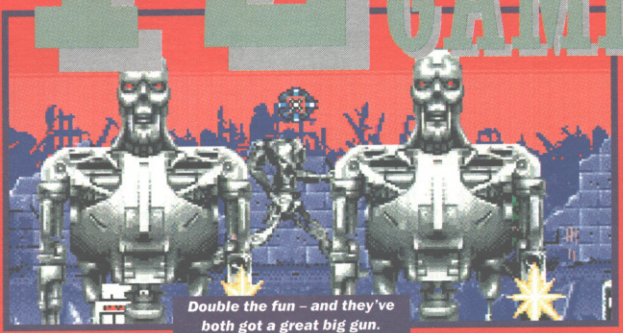
BY ARENA
£37.00

T2 THE ARCADE GAME

Time travel, eh? Causes all sorts of problems, doesn't it. The Skynet computer, for all its intelligence almost wiped out the entire human race. Now, a cyborg assassin is journeying through the Time Field Generator to get rid of John Connor, the leader of the humans and the man who, unless the course of history is altered, will wipe out Skynet's very existence. To cut a long story short, you're a re-programmed Terminator who's firstly got to destroy Skynet in the 21st Century, before travelling back to 1994 to protect the ten year-old Connor from the T-1000 - the liquid metal successor to the Terminator. The coin-op of the film was a cracker – but how does the Megadrive version fare?

The coin-op was one of the most impressive around less than an year ago and had some of the most stunning visuals ever seen. The Megadrive game replicates those graphics almost to a tee. All the baddies are excellently drawn, move around as well as they do in the real thing, and there are stacks of them on-screen at a time without the game slowing down. All the tunes, effects and samples have been shoe-horned into the cart too, giving even more of a 'real feel' to the home version. However, one of the biggest gripes of the game was that it was 'just another Op Wolf clone' and had little to offer apart from the cabinet-mounted gun. But I'm a massive fan of Op Wolf games, as long as they're good – and this one most certainly is. Designed specifically for play with the Menacer, you get much more enjoyment from T2 using the gun. It's even not too bad at all with a joypad either. If this is the shape of games to come for the Menacer then future blasting action will be excellent!

PAUL RAND



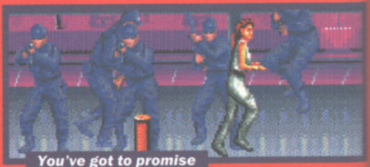
Double the fun – and they've both got a great big gun.

BACK TO THE FUTURE

The battle against Skynet and its ultimate creation, the practically-indestructible T-1000, begins in the year 2029, out on the battlefield defending the humans against the onslaught of Endoskeletons and Hunter-Killers. From here, move to the humans' HQ, which has been infiltrated by T-800s like yourself. Defeat these and you're riding shotgun for John Connor, who's being attacked by airborne HKs. Should you keep Connor alive, you are teleported to the year 1994 where you must first destroy the Cyberdyne building – the place where Skynet was created – and then freeze-dry the T-1000 by covering him with liquid hydrogen. It may look dead, but the T-1000 quickly thaws out, leaving you to knock him into a vat of molten steel before he gets his hands on the ten-year old John. Exciting stuff, eh?

GUN – DAMN!

The T-800 may be as hard as a very hard thing indeed, but it has to be said that his gun is verging on the 'not very good' side. It's supposed to be rapid fire, and when you first start shooting it lets those bullets loose at a frightening speed, but prolonged use will overheat your weapon, allowing the enemy to regroup and kick your metal ass. Picking up the rapid fire recharge icons, stored in boxes which appear at various positions throughout the levels (usually when there are millions of baddies on-screen!) will bring your gun up to full strength, allowing you to blast the bolts off the Endoskeletons and HKs once more.



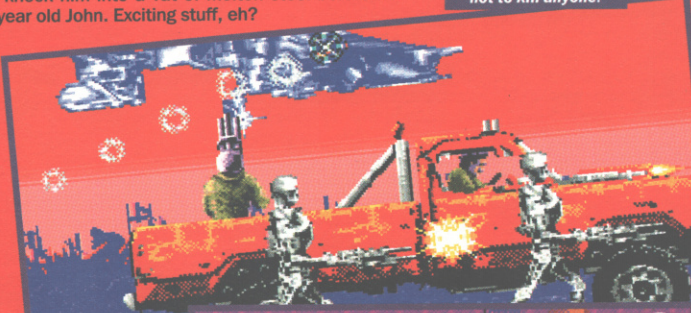
You've got to promise not to kill anyone.

BODY SHIELD
ICON
T2
Temporarily protects you from enemy fire

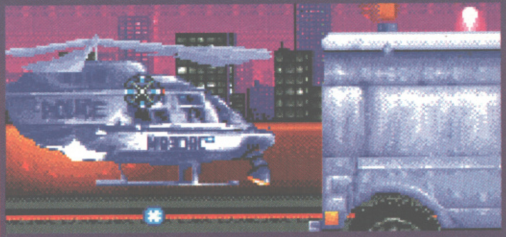
GRENADE LAUNCHER
ICON
Gives you an M-79 grenade launcher for a short time

CREDIT
ICON
1
Extra continue

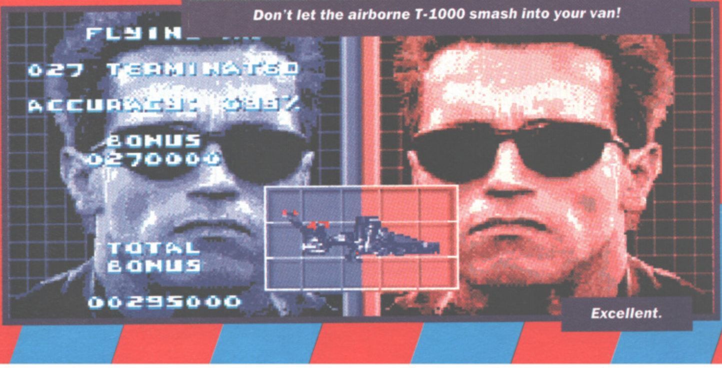
RAPID FIRE RECHARGE
ICON
Restores your gun to maximum efficiency



Concentrate on the HKs if you want to complete this stage.



Don't let the airborne T-1000 smash into your van!



Excellent.

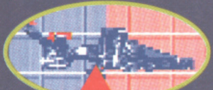
CHARACTER ASSASSINATION

T-800

Skynet created these cybernetic organisms to destroy all human life; you are a T-800, reprogrammed by John Connor, to assist the rebels.

ENDO-SKELETON

A T-800 Terminator unit without flesh, you'll encounter more of these throughout the game than any other enemy.



HUNTER-KILLER

Both air and ground-based, HKs fire missiles at you and need to be quickly put out of action.

JOHN CONNOR - 45 YEARS

The leader of the rebels in the year 2029 – guard him against attack.

JOHN CONNOR - 10 YEARS

Protect young John from the T-1000 in the 20th Century.

SARAH CONNOR

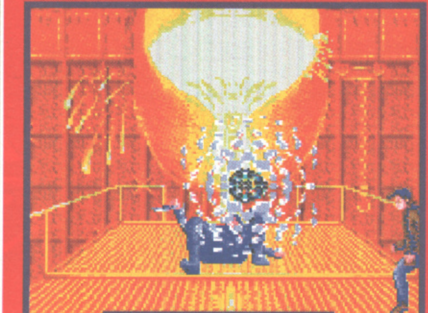
John's mother; she assists you in the 20th Century by handing out extra weapons.

T-1000

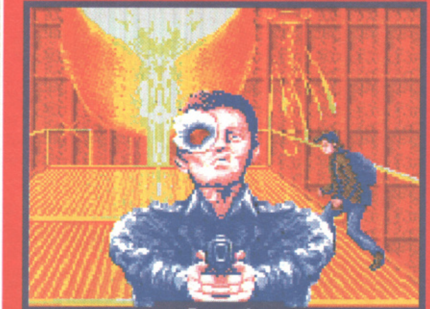
Made of liquid metal and virtually indestructible, the new prototype Terminator is after young Connor and must be stopped.

TOP GUN

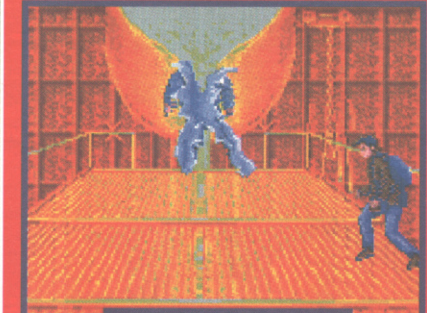
T2- The Arcade Game is the first commercial cart to make use of the Menacer, Sega's Megadrive light gun. We'll not write a load of bumph about the gun here – you can read all about it on page 14 – but we will tell you that you can play with either one Menacer, one joypad or, if you're playing with a friend, two Menacers or one gun and one pad.



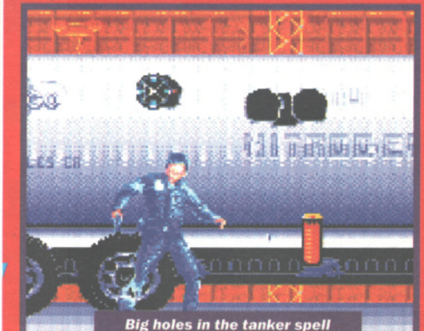
He's down – but not out.



Eye-eye!



It's fair to say that the T-1000's not in the best of states.



Big holes in the tanker spell limited doom for the T-1000!

EXTRAS ICON

Adds a randomly-chosen power to your inventory

MINI-GUN ICON

Gives you a six-barrel mini-gun for a short time

PLASMA PULSE ENERGISER ICON

Increases the power of your gun

ROCKETS ICON

Each rocket adds three to your supply

SHOTGUN SHELL ICON

Each shell adds three to your supply

RECHARGE ICON

Recharges your energy

EXTENDED RAPID FIRE COOLANT ICON

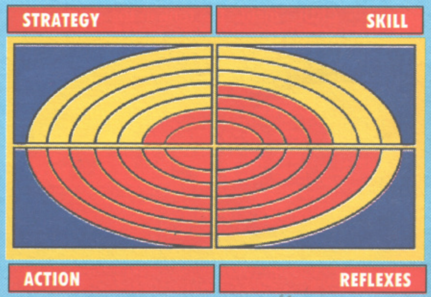
Stops your gun from overheating

SMART BOMB ICON

Destroys all on-screen enemies

The Menacer got off to a rather bad start with the very sad six game pack, so it was up to T2 to rescue the gun. And luckily, Sega can breathe a huge sigh of relief. In T2, Arena Entertainment have turned in not only one of the best conversions for ages, but also easily the best Op Wolf-style game. There have been many previous attempts to recreate the feel of blasting baddies with a pivot-based Uzi, all of which have fallen well and truly by the wayside. The superb graphics of the original have been squeezed into the Megadrive cart with a vengeance. There's only been a slight compromise in the brilliant effects, such as when the T-1000's head splits in two. The T-800s run around the screen letting off hundreds of bullets, at a blistering pace which never lets up. One reason that the coin-op wasn't an instant hit was that it was just too hard! Well, it's exactly the same here! Although T2 isn't frustratingly hard, you'll have many sleepless nights trying to blast the hordes of vicious Terminators. If you've got a Menacer, this is the game for you!

PAUL ANGLIN



GRAPHICS	%	92
SOUND	%	91
GAMEPLAY	%	90
VALUE	%	88

CVG 90 HIT

CHEAT MODE

It's been a strange old month, all things considered. People have been blaming video games for everything from violence to burning the morning's toast. And it's been a sad month for football, but we won't go into that. But let's look on the lighter side of things. It's been a great time for tips of all sorts, and I've finally managed to bring together all the amazing tricks you can perform with an Action Replay cart and Streetfighter II, so if you haven't got an Action Replay I'd advise you to get one. And Question Corner gets off to a flying start this issue, too! So forget about your troubles, smile and enjoy Cheat Mode. When you're finished, send all your cheats off to: PAUL ANGLIN'S EXCELLENTLY PUNCTUATED CHEAT MODE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. And don't forget, if your tips are really good, you could win a prize!

ANOTHER WORLD

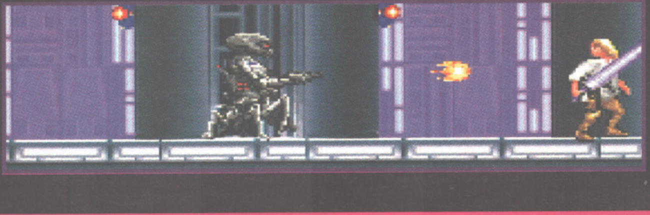
Stuck in Another World? So is Adam Doy. Well okay, he's actually living it up in Norwich – but who cares? Just hope he keeps sending me these top tips.

HTDC - Trapped in the cage.
CLLO - Pipe Maze.
XDOJ - In the cave with the water.
KLFB - After the cave.
DDRX - Massive hole filled with water.
HRTB - Swam through the water and shot the power line.
BRTO - Running through the doors being shot at.
TFBB - Mate helps you with the men.
TXHF - Inside the building mate hanging from the cloth.
CKUL - Inside the tank in the arena.
LFCK - Eject from the tank final level.

SUPER STAR WARS

The mysterious M E Potters from Rotterdam has found a way to listen to the brilliant music in this equally brilliant game of the legendary movie. Here's how to get the sound test. (By the way, you'll need an SN Pro Pad for the cheat to work). Turn all the switches off. Pause the game, switch to slow motion play and move all the switches to auto. Now switch back to normal play and turn all the switches off again.

Loads of people have sent in this top tip but James Jarvis and Tony's letter was the first that I put my hand on, and it wasn't at all my being biased towards the fact that they just happen to live in Liverpool - football capital of the world. To get 99 lives, fight to the The Land Of The Sand People. When you get to the second part of the jumping stones, just before you get to Ben Kenobi, walk off the left side of the cliff and push left – you should land in a special secret room. Jump onto the platform in the middle of the room to stop the rocks from falling and then blast away at the rocks to find the extra lives. You'll find seven at a time – keep leaving and re-entering to get that magic 99!



SUPER MARIO KART

Scott Taylor from Dewsbury, West Yorkshire was one of many to send me this cheat for Mario Kart. To access the Special Cup easily go to either Time Trial or Match Race. Then move the cursor up to Mushroom Cup and press: L, R, L, R, L, L, R, R.

UN SQUADRON

Doh! One of the few people to leave their name off their cheat this month. Oh well, no fame and fortune for you. For players of CVG quality who want to try the ultra-hard difficulty setting, select difficulty on the options menu with joypad one. Whilst selecting, press buttons A and X on joypad two at the same time. The word Gamer should appear.

ECCO THE DOLPHIN

Wayne Perry who hails all the way from Thaxted in Essex has put his can of tuna aside to bring you each and every password for this fine game. And just out of interest, does anyone know how you pronounce the word Ecco?

Undercaves: MZJXKFBH
The Vents: FMCBLFBL
The Lagoon: JTWELFBT
Island Zone: EEJZUREF
Ridgewater: ATWDVREI
Open Ocean: VJCPREL
Ice Zone: WTFEYRER
Hard Water: CONAYREW
Cold Water: HRUWXREG
Deep Water: JNYGVREQ
The Marble Sea: AEXIXRED
The Library: MJROXRES
Deep City: UMGHXREL
City Of Forever: JGMSXREL
Tura Scis Beach: HLKSAPEN
Pterandon Pond: HUDWAPET
Origin Beach: ODXZAPEG
Trilobite Circle: LRRDBPEQ
Dark Water: VBKIBPEI

DRAGON'S FURY

Richard Taylor has dragged himself away from playing long enough to send me this, and I think you should all thank him. If you type LIBYFWJID3 you will receive a score of 999,999,990. Then, if you fire the ball back into play you will be transported to the final stage.

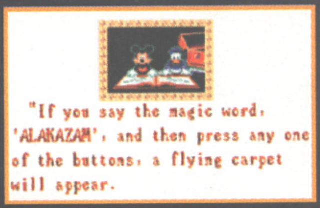
MICKEY AND DONALD

Ryan Meikle from Ingle Farm, Australia has managed to get his head out of the flower pot and send me the passwords for Disney's great platform romp. Tie me kangaroo down, sport...

DONALD
Level 2: King of Spades. King of Diamonds. King of Clubs. Queen of Spades.
Level 3: King of Clubs. King of Hearts. Queen of Hearts. King of Spades.
Level 4: Queen of Hearts. King of Diamonds. King of Hearts. King of Spades.
Level 5: King of Spades. King of Hearts. King of Clubs.King of Diamonds.

MICKEY
Level 2: King of Clubs. Queen of Hearts. King of Hearts.King of Diamonds.
Level 3: King of Hearts. King of Spades. King of Diamonds. Queen of Spades.
Level 4: Queen of Hearts. King of Diamonds. King of Spades. King of Clubs.
Level 5: King of Diamonds. King of Clubs. King of Hearts.King of Spades.

MICKEY AND DONALD
Level 2: King of Spades. Queen of Hearts. King of Hearts. King of Diamonds.
Level 3: King of Hearts. King of Spades. King of Diamonds.Queen of Spades.
Level 4: Queen of Hearts. King of Diamonds. King of Spades. King of Clubs.
Level 5: King of Diamonds. King of Clubs. King of Hearts. King of Spades.



"If you say the magic word, 'ALAKAZAM', and then press any one of the buttons, a flying carpet will appear.

SONIC 2

Coming all the way from a fax machine somewhere in Denmark, courtesy of Nikolaj Rokke, is this scorcher of a cheat. Go to the option screen and listen to the following sound tests: 19 - 65 - 09 - 17. They have to be played in this order for the cheat to work. After you have played the four tests, go back to the title screen. Now hold A and press Start to access level select.

SONIC
THE HEDGEHOG
2
RINGS 32
"TAILS"
RINGS 17

THUNDER FORCE 4

This may be one of the toughest blasters on the Megadrive but you can make it a little easier thanks to Nicholas Woods from Clwyd. To obtain 99 lives select 0 stock ship on the options screen. The 99 lives will apply on any continues.

LOTUS TURBO CHALLENGE

Fancy flying around in a smart Lotus? Well have a word with Dave Smith from Longsight Manchester; he knows how. Type in SLUGPACE as your password and you will have unlimited turbos.

TAZ MANIA

Having trouble with that little maniac they call Taz? Not any longer, thanks to Aaron Sheed from Upminster. Hold A,B,C and Start on both joypads – a noise will sound. When you start the game, walk to the left, press Start on joypad one and press C – you can now choose your level. Once you have done this press Start and B and you'll be invincible.

STREETFIGHTER 2

MEGA ACTION REPLAY CODES

We all know that Streetfighter 2 is the top cart to own for the SNES, but the whopping 16 Megabyte cartridge hides a whole host of features and special effects that give you almost an entirely new game! And how do you access these incredible moves and weird fighting techniques? By reading our Streetfighter 2 Action Replay special, that's how! So don't hang about. Whip out your Action Replay cartridge and unleash the beast just waiting in your SNES.

JUST THE TICKET!

Here are a few useful little numbers to get you started. You can combine up to four cheats for unrivalled Streetfighting euphoria!

7E0C030C - Auto Fireballs turn off once you win and then come back on again during the next round.
7E0C0010 - No punches, kicks or physical contact. Only grabs and Fireballs have any effect.
7E0C2BB0 - Infinite energy for player one.
7E0C0D00 - Change player one's colour.
7E0E0D00 - Change player two's colour. Enter this and the above to have both characters the same colour.
7E0ED000 - Player two continues to play until he has won two rounds. Player two never wins.
7E0CD000 - Player two continues to play until he wins two fights. Player one never wins.
7E0CD002 - Player one only needs one win to go through to the next round.
7E0ED002 - Player two only needs one win to go through to the next round.
7E0C35B0 - Throws player one high in the air. Turn Action Replay off if you wnat to bring him down again.
7E0E35B0 - Throws player two high in the air. Turn the Action Replay off to bring him down again.

BOOTIFUL, JUST BOOTIFUL

Now these are the little beauties that'll (temporarily) change your cart beyond all recognition! Remember to combine some of the more choice codes for some really spectacular battles!

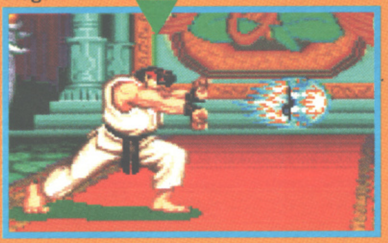
TWIN FIGHTER - 7E0BF220 - Lets both players be the same character.

SPEEDFIGHTER - 7E0C6001 - Speeds the game up to twice the speed!
AIR FIGHTER 1 - 7E0CB200 - Lets player one perform all their special moves in mid-air!

AIR FIGHTER 2 - 7E0EB200 - Lets player two perform all their special moves in mid-air!

CHOICE FIGHTER - 7E0ED10(X) - Allows player one to choose any character to play in the game. Use the numbers 0,1,2,3,4,5,6,7,8,9,A and B in place of the (X) to choose.

FIRE FIGHTER - 7E0D8000 - Allows combinations of two special moves to be performed at the same time, i.e. a Hundred Foot Kick and Spinning Bird Kick, Fireball and Dragon Punch and Sonic Boom and Sonic Kick etc.



CAMOUFLAGE FIGHTER - 7E04B3(X)(X) - Change (X)(X) to any number to change the colour of Ryu's Fireballs.
SLIDE FIGHTER - 7E0E2E30 - Allows Ken and Ryu to perform Dragon Punches whilst sliding sideways.
FAST FIGHTER - 7E0C030C - For a constant stream of high and low Fireballs.
NEW FIGHTER - 7E0CD105 - Put this code in but don't turn the Action Replay on. Select Blanka and wait until he appears on the screen. Now allow yourself to be thrown and you'll turn into a weird beast with strange powers!
SLOW FIGHTER - 7E00DA09 - Slows the game down.
MUTE FIGHTER - 7E1ADE00 - No music (press START).
BONUS FIGHTER - 7E1A5A0D - Allows you to fight on the bonus stages.
SLOTH FIGHTER - 7E102D00 - Slows your magic down so that you can walk through it.
FAST FIGHTER 1 - 7E0CB909 - Fast magic for player one.
FAST FIGHTER 2 - 7E0EB909 - Fast magic for player two.
UNSEEN FIGHTER - 7E101602 - Invisible magic player one.
SPRING FIGHTER 1 - 7E0C3035 - Super jump player one.
SPRING FIGHTER 2 - 7E0E3035 - Super jump player two.

AND FINALLY!

If that little lot's not enough for you, then take a look at these. They're not really that useful for games playing, but worth a look.

DEMO - 7E1A5D00 Then:
7E0CD1(X)(X)+7E0ED1(X)(X) – Watch any of the characters fight by changing the (X)'s – including all the bosses!
BACKWARDS MAGIC - 7E101401
Release your magic and watch it fly backwards.
SCENERY SHIFTER - 7E0C160F
Fight behind the scenery on Ryu's stage.
REVERSE FIGHTER - 7E0C16FF
Fight upside down on the ceiling!

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STREETFIGHTER 2

On the title screen type STREET CHEAT then when you start the game in the match press the Help key and you will skip the match. To turn it into the Championship Edition select a two player game, pause it and type 7KIDS and hey presto. Thanks to David Scott from Deptford for that.

MR HELI

Oh no! Some top Engine boy has sent me a tip for Irem's cutesy heli blast – minus a name and address! All you Engine fans are finally starting to get your act together with some cheats, but we need more; I mean come on, it's not as if there's a lack of decent software, is it? Press 1,2,1,2 and an option menu will appear. Or press 1,2,1,2 and select and you will get 99 lives.

EPIC

Jonathan O'Neill has sent all the codes for this superb game so, without further ado, I give you Jonny!

1 - Auriga
2 - Cepheus
3 - Musca
4 - Puxis
5 - Cetus
6 - Formax
7 - Caelum
8 - Corvus

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CRITICAL DAMAGE

ROBOCOP

Johnathon O'Neill from Cheshire has dug out this crusty old game in order to give all Robo-sads a little help. Pause the game and type (BEST KEPT SECRET) to become invincible.

GUNHED

A cheat for the finest blaster around makes its way to me all the way from Martin Norman in Maidenhead, Berkshire. To make the game harder, hold down Select on the title screen and turn on autofire I and II until the screen changes to mode select, then press Select and reset the game. If you have done it correctly the Gunhed logo will turn gold.

ALIEN 3

Chris Dow and Stewart Jones from way up in Scotland have got a good cheat for Alien 3. Honest. Go to the configuration screen select two players then go to start when both players' lives are gone go back to the configuration screen and select continue; both players will receive infinite lives.

Y'S – BOOK I & II

Despite the fair sprinkling of Engine cheats this month I've still had to enter a few myself. This is for the CD Rom version of Ys. Enter this code to start with 99,999 experience points and 65,535 gold:
*Q2eb/bbbCFjj/jjhghgh/ghghg/hghghgh/ghghghg/yQy/QyQyQyQ/yQyQzPz/PzA.

QUESTION CORNER

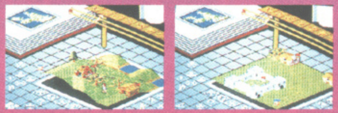
Hi there and welcome to the all-new Question Corner. There have been a fair few decent questions this month but I'm sure that even more of you are stuck in games. Remember that, unless you say exactly where you're having difficulty, I can't help. So let's have less of this "Are there any cheats for Sonic 2?" nonsense. Send your posers to:

IF I HAD ANY MORE QUESTIONS I'D BE THAT BAMBER GASCOIGNE CHAP I WOULD, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

Dear Paul,
I know this is very sad and by the time you answer this I'll probably have worked it out for myself, but no matter what I do I just cannot place my Papal magnet on Populous. What am I doing wrong?

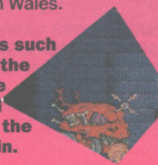
Steve Besall, Dublin, Ireland.

Paul: Before you can place your Papal Magnet you must have designated a leader in your tribe. To nominate a leader simply go to the "Make Leader" icon. Doh!



Dear Paul,
On the Caveman level of PC Kid I can't get past the quicksand. Are there any cheats to make it easier?
Michael Pane, Gwynned, South Wales.

Paul: There are no cheats as such but if you headbutt one of the trees it will walk along the floor allowing you to travel on it. If the tree is walking the wrong way simply nut it again.



Dear Paul,
I am stuck in Monkey Island on the PC. The problem is that I cannot get the banana picker. How do I do it?

Graham Carr, Birmingham.

Paul: To get the banana picker you must first have the Wimpy idol. Go to the monkey at the south side of Monkey Island. Give him the five bananas and he will follow you. Then go to the clearing and pull the nose on the statue. The monkey will then copy you as you walk through. Go to the little Wimpy idol and get it. Go back to the village and give the idol to the villagers.

Dear Paul,
I am having real trouble beating Big Bad Pete on Quackshot. Are there any cheats to help me?

Paul Beckford, Romford, Essex.

Paul: Go to the right straight away and shoot the helper on the right of the screen using the Bubblegum/Popcorn, then jump up to the platform in the centre of the screen, shooting the second helper on your way. Let loose with the Plungers whenever you can; hit Pete in the face nine times and he will wave a white flag. When he is dead, go to the bottom of the screen and use the library book.

MICROSELLS

0839 - 500 848

To place your classified ad ring this number

calls cost 36p (Cheap rate) and 48p (All other times) per minute. If you don't pay the bill ask for permission

FOR SALE PC Engine with three games for £140 ono. Also for sale another eight PC Engine games and the odd bit of PC Engine hardware. Will consider selling any of this separately if you ask nicely. Also for sale the odd Amiga or PC title (while they last) and some Amiga hardware. Call Paul Anglin on 071 972 6700.

SEGA MEGADRIVE with Sonic 1 and 2, sell for £70. Phone James on 0989 65184

SWAP GAMEBOY with 4 games, 2 adaptors leads and headphones for a Gamegear with at least 2 to 3 games or sell for £100. Phone Admand on 0869 253650

SEGA GAMEGEAR FOR SALE with 4 games, new tv tuner, adaptor, sell for £200. Phone Simon on 0473 828130 Suffolk area

FOR SALE COMMODORE 64 Terminator 2 pck, with tape deck and joy sticks, 24 games, sell for £95. Phone 061 486 0029

WANTED GAMEBOY with Tetrus, will pay up to £40. Phone Chris on 0761 414789

GAMEBOY GAMES FOR SALE, sell for £13 each. Phone Ailsa on 0236 821581

GAMEGEAR FOR SALE with tv tuner, converter, ac adaptor, 6 games and more. Sell for £250 mint condition. Phone Graham on 0277 211416 after 5pm

SWAP ATARI LYNX 2 with 4 great games, still boxed, power unit, swap for a Megadrive with 2 games. Phone Mark on 0245 469237

SEGA GAMEGEAR with 6 games, ac adaptor, battery pack, sell for £165 ono. Phone Jamie on 0924 279108

GAMEBOY with 5 games and a carrier case, sell for £70. Phone Edward 0277 228858

LYNX FOR SALE with 4 great games, conlynx cable, PSU, sell for £100 ono. Phone Stuart on 0753 541234

GAMEBOY GAMES FOR SALE, all priced at £15 each, 3 different carring cases. Phone Dillon on 0245 31380

GAMEGEAR FOR SALE with mains adaptor, tv tuner, games, sell for £210 ono. Phone 0204 883135 after 4.30pm

WANTED GAMEGEAR, will pay £50 each. Phone 0959 575177

GAMEBOY FOR SALE with 7 games, magnifier, light, carry case and more, sell for £115. Phone Kerry on 081 459 0342

ATARI LYNX GAMES FOR SALE £15 each. Phone on 0220 52274

SUPERMARIO LAND for sale for Gameboy. Phone 081 741 5499

MEGADRIVE with 4 games, 2 joy pad, sell for £50. Phone Keith on 0844 353277

SEGA GAME GEAR with 6 game, in good condition, sell for £150 ono. Phone 0706 524820

ATARI LYNX GAMES FOR SALE, sell for £10 each. Phone 081 449 1279

SWAP MY NINTENDO GAMEBOY with 5 games and more, for a Sega Megadrive with 1 game and 1 joy pad. Phone 081 304 8978

GAMEGEAR WANTED. Sell for £50 or Swap for SuperMario Land on Gameboy and 6 games. Phone 081 741 5499

SWAP GAMEGEAR GAMES with instructions. Phone Andrew on 0483 421067

SWAP GAMEBOY and accessories swap for a Sega GameGear. Phone James 0223 21221

ATARI LYNX FOR SALE with mains adaptor, sell for £55. Phone 061 491 1185 after 4.30pm

NES AND MASTERSYSTEM both with 6 games, swap for a Gamegear with 6 games. Phone 0785 215234

ATARI LYNX FOR SALE with duluxe carry case, power adaptor and 8 games. Phone Mr T Mitchell 0252 542345

ATARI LYNX 2 with 5 games and more, sell for £120. Phone on 081 524 5443

PC ENGINE hand held GT for sale with mains adaptor, 1 week old, sell for £210. Phone 0354 694089

SUPER NES for sale with 4 games, boxed, 2 joy pad, universal adaptor, sell for £235. Phone Gary on 0494 483434

ATARI STSM FOR SALE with 20 games, second disk drive, all boxed. Phone Gary on 0494 483434

GAMEBOY with 3 games. Phone David on 0923 672028

SEGA GAMEGEAR FOR SALE with 2 games. Phone 0734 340678

ATARI LYNX FOR SALE with 7 games, sell for £175. Phone Angela on 0353 24546

GAMEBOY FOR SALE with games, ac adaptor, sell for £180, swap for Megdrive with 3 games. Phone Peter on 0896 56993

GAMEBOY with 3 games, joy sticks, sell for £30. Phone 0582 488664.

AMIGA DEMO DISC FOR SALE sell for £249, with disc box, also special forces games for Amiga, never used. Phone 081 660 7245 evenings only

MAGAZINES for sale. Phone Martin on 081 660 7245 evenings only.

GAMEBOY FOR SALE, sell for £70, or swap for 3 Super Nes games, either Super Tennis, Super Soccer Champ, or Super Mario Card. Phone Nick on 0443 451096

SUPER NINTENDO GAMES WANTED URGENTLY. Phone Tony after 6pm on 0271 46155

NINTENDO FOR SALE with 6 games, sell for £105, or swap for Super Nes with 1 game or more. Phone Gazza on 0785 850849

WANTED PC, call Ali on 0923 254603

MASTERSYSTEM PLUS for sale, with 7 games, all boxed, sell for £170 ono. Phone Stuart on 0223 276879

NINTENDO FOR SALE with 5 great games, sell for £110 or swap for Super Nintendo with Street Fighter 2, Call Davine on 0533 666209

C64 COMPUTER, incl. Joy Sticks, and Software. Phone John on 071 435 1730

AMSTRAD 464 FOR SALE, incl. color monitor, with 3 games built in, and 3 joy sticks, sell for £100. Phone Shoane on 0708 752631

SWAP AMIGA 1000 with over 120 games, 2 joy sticks and a mouse, swap for a Super Nes with Street Fighter 2 and at least 5 games and joy pad. Phone 041 332 5849 after 5pm

NEO GEO with 1 game for sale, sell for £250 or swap for Super Famicom plus a few games. Phone Richard 0509 415055

4 POPULAR MEGADRIVE GAMES, sell for #20 each. Phone 081 599 1941

AMIGA 500 with 50 games, mouse, 1 joy sticks, sell for £200. Phone 081 599 1941

AMIGA 500 boxed with manuals, PSU modulator, mouse, joy sticks and other accessories, sell for £220. Phone 081 361 2539

SEGA MEGADRIVE FOR SALE with 1 game, sell for £80 ono. Phone Darren on 0252 860983

MEGADRIVE FOR SALE with 2 joy pad and 8 games. Phone Jamie on 0572 821463

WANTED MEGADRIVE with Sonic and 1 joy pad, will pay £50. Phone Peter on 0844 352126

ATARI ST 520 STSM FOR SALE, and Phillips SMM 833, plus 2 monitor, £300 worth of software, joy sticks, and word processor, sell for £400 ono. Phone 0865 881818 after 4pm

ATARI ST 520 STE FOR SALE with joy sticks and mouse, over 100 games, sell for £295 ono. Phone Martin on 0582 767665

SUPER NINTENDO FOR SALE incl. Console, two controller and two games all for £125. Phone Bobby on 0483 62205

SUPER NINTENDO GAMES FOR SALE. Phone 071 262 3869

AMSTRAD CPC 464 with Joy Sticks and #300 worth of games, sell for £100. Phone Mark on 061 430 3262

WANTED SUPER NINTENDO GAMES. Phone Daniel on 081 599 9302

MASTERSYSTEM with 3 games, plus Light Fraser, Control Pads, sell for £45. Phone Salet 0222 223473

COMMODORE 64 FOR SALE with £100 worth of games, magazines, software, Joy Sticks, sell for £75 ono. Phone 0252 843186

AMIGA 500 for sale in excellent condition, over £150 worth of games, Demo, 2 joy sticks and mouse, disc box, sell for £260. Phone Dean on 081 958 2788

NEO GEO FOR SALE with 2 joy sticks, 3 games, sell for £400 or swap for Commodore Amiga 200 with accessories. Phone Dean 0274 856216

3 SUPER NES GAMES to swap for English games incl. Street Fighter 2 or Super Mario Card. Phone 061 866 8470

GAMEBOY EXCELLENT CONDITION for sale, 4 months old, lead, 2 great games, sell for£70 ono. Phone on 0253

COMPUTER AND VIDEO GAMES

595496

SWAP 6 TOP MEGADRIVE GAMES, will swap for Super Nes games. Phone Muhammad on 061 866 8470

GAMEBOY FOR SALE with 3 games, sell for £75. Phone 0823 698694

SEGA MEGADRIVE with 6 games. Phone Muhammad on 061 866 8470

SWAP SUPER NINTENDO GAME. Phone 081 672 0597

WANTED MEGADRIVE with 1 game, swap for Atari Lynx with 5 games. Phone Haymish 0925 263799

SUPER FAMICOM FOR SALE, and Super Nintendo games for sale. Phone Quentin on 0769 3239

SPECTRUM PLUS 3 FOR SALE with over 50 games, sell for £70. Phone 0526 860385

SUPER FAMICOM FOR SALE with 2 control pads, power supply, socket, sell for £95 ono. Phone 0376 320511

NINTENDO FOR SALE with 3 games. Phone 0425 653449

ATARI 520STFM FOR SALE with 25 games, Printer, Programming Disc, Mouse, Joy Sticks, sell for £295. Phone 0982 552519

UK SUPER NINTENDO with action replay, 10 games, sell for £300. Phone Carl on 0706 31127

BOXED PC ENGINE FOR SALE with 11 games, sell for £150, also swap for Super Nintendo with games. Phone Gee 071 328 9058 after 5pm

UK MEGADRIVE GAMES TO SWAP Phone Ross 0709 241375

MASTERSYSTEM 2 FOR SALE with built in games plus 2 more games, 2 control pads, sell for £70. Phone 061 333 1814 phone between 3.30pm - 4.30pm week days only.

NES FOR SALE with 5 games, Nes can be played on American and Japanese games, in excellent condition. Phone Saser 081 646 1036

GAMEBOY FOR SALE with 8 games, all boxed, sell for £140 ono. Phone 0205 79595

SEGA MEGADRIVE FOR SALE excellent condition, with 5 games, 1 joy pad, sell for £200 ono. Phone 051 228 6534

GAMEBOY FOR SALE with head phones, magnifier, 4 games. Phone James on 0633 49367

NEO GEO GAMES TO EXCHANGE swap 2 unwanted games for any 1 of mine. Phone Rich on 0509 415055

SEGA MASTERSYSTEM 2 FOR SALE with 6 games, 2 pads, light gun, leads, instructions, boxed, sell for £100. Phone Matthew on 0865 735952

NINTENDO GAMES FOR SALE. Phone Henry on 0935 872534

AMIGA 500 FOR SALE in good condition, with 1 meg upgrade, mouse, mouse mat, tv modulator, 30 games, sell for £190. Phone Paul on 0689 826551

AMIGA 500 FOR SALE plus memory upgrade, mouse, joy sticks, cover and several games, sell for £350. Phone Graham on 0734 416870

SPECTRUM 128K + 2A with 40 games, joy stick, power pack, sell for £50 ono. Phone Mat on 021 550 0962

ATARI 2600 FOR SALE with 2 games, Phone Matthew on 021 550 0962

UK SUPER NINTENDO FOR SALE fully boxed, few weeks old, 2 games, sell for £120. Call Paul on 0689 826551

SUPER NES FOR SALE with 17 games, sell for £115, or swap for Neo Geo with 3 games. Phone on 061 491 0961

UK SUPER NES FOR SALE all leads, fully boxed, with 1 controller. Phone Chris on 0202 748660

UK MEGADRIVE FOR SALE with 2 games, all boxed, sell for £85. Phone Darren 0322 863656

AMERICAN VERSION OF TURTLES 4 for sale, sell for £35 ono. Phone Alex on 081 886 7634

SEGA MEGADRIVE JAPANESE SCARP. Phone 081 993 3280

MEGADRIVE FOR SALE with 5 games, sell for £230. Phone 0276 25949 after 8.30 pm

NES FOR SALE with 3 games, sell for #100. Phone 0276 25949 after 8.30pm

SEGA MEGADRIVE FOR SALE 10 games, 1 control pad, 1 joy stick, sell for #300 ono. Phone 0532 600169

SWAP GAMEBOY good quality, with 3 games, swap for Super Mastersystem 2 with 1 game. Phone Amber 071 274 2240

JAPANESE MEGADRIVE FOR SALE with 3 games, sell for £150 ono. Phone 061 436 4979

SEGA MEGADRIVE with 16 games, sell for £300 ono. Phone Neil on 0925 764214

SWAP SUPER NINTENDO GAMES for different ones, for just £5. Phone 021 422 4159

SWAP COMMODORE 64 with 3 games, for a Nintendo with 4 games. Phone James on 021 705 2381

SEGA MASTERSYSTEM FOR SALE with a few games. Contact Steve on 0706 512997

NINTENDO FOR SALE with 4 great games. Contact Clay on 071 373 4996

STREET FIGHTER FOR SALE sell for £45, Phone 0753 864453

GAME GEAR with 3 games, sell for £120 ono. Phone Ross 0782 269381

SEGA MEGADRIVE runs all games, with 4 games, sell for £60. Phone Russell on 0844 352470

WANTED SUPER NINTENDO with Street Fighter 2, swap for a Nintendo with Zapper, 2 controllers, Mario 1, and Converter. Phone 081 966 3017

SPECTRUM PLUS 2 FOR SALE with light gun, joy stick, adaptor and 120 games, sell for £75. Phone Jonathon on 0959 575737

AMIGA A500 with hard drive plus software, will swap for a Neo geo with 2 games. Phone 0908 225944

PANASONIC KXP1123 20 pen dot matrix printer, 5 fonts, 240 CPS print spin, boxed and under warranty, sell for £100. Phone Dave on 0332 559533

SEGA MASTERSYSTEM FOR SALE, or swap for Super NES incl. sonic 2, Micky Mouse and other games, 2 joy pad, 2 joy sticks. Phone Lisa on 0420 89130

SUPER FAMICOM with 14 games, sell for £475. Phone John 0977 684601

MEGADRIVE GAMES FOR SALE. Phone Tom on 0733 557546

MEGADRIVE FOR SALE with 6 games, 2 joy pads, all necessary leads. Phone Charlie on 0427 880112

RAGE, FRENCH JOY PAD and C & VG Magazine in VCG starts form 1985 - 86 sell for from 50p each. Phone 0843 588736

NEO GEO FOR SALE with 2 controllers, 8 games, boxed as new, sell for £650. Phone Ian on 0298 844943

GAME GEAR FOR SALE with 5 games, Magnifier, ac adaptor, sell for £140 or swap for Super Nintendo with games. Phone 0296 27695

ENGLISH SMES FOR SALE with Super Mario World, 2 joy pads, perfect condition, sell for £110 ono. Phone Matthew on 071 229 1271

ATARI 520 STE with joy stick, disk box, all boxed, sell for £225. Phone Daniel 0272 683491 after 4.30pm

NES ENTERTAINMENT SYSTEM FOR SALE with 2 hand controllers, advantage joy stick, control pad, 10 games, sell for £160. Phone 0202 430714

SEGA MEGADRIVE with 12 games, 2 joy pads, swap for Amiga 500. Phone Lee on 091 276 6668

COMMODORE 64 FOR SALE with keyboard, 2 joy sticks and 50 games, sell for £50. Phone Steve on 071 515 1359

SWAP GAMES, Phone Sandy on 0767 682012

COMMODORE 64 with joy sticks for sale, 18 games. Phone Mark 021 223 5659

MASTERSYSTEM FOR SALE, with Alex Kid Controllers. Phone Chris on 081 979 9860

WANTED AMERICAN SUPER NINTENDO with 1 game, Swap for Atari Lynx 2 with adaptor and 4 games, excellent condition, sell for £140. Phone Dean on 0404 814296

SUPER NES GAMES WANTED, Phone 0633 880922 after 9pm

SEGA MEGADRIVE with remote control, Japanese Converter, 7 games, all boxed, sell for £300. Call Hasan on 0267 235157 after 5pm

SWAP KEYBOARD AND MONITOR for Commodore C64 or an Amstrad. Phone Little Charlie on 071 237 8144

SWAP SPIDER MAN on the Megadrive, for almost any other good games. Phone Jamie on 0202 889717 after 6pm

SEGA MEGADRIVE with 2 Sega controllers, 4 games, sell for £150. Phone Graham on 0284 762361

SWAP RADIO CONTROLLED CAR for a Game Gear with games, Birmingham area only. Phone Ian on 021 353 2377

SWAP NINTENDO ENTERTAINMENT SYSTEM for 24 Black and White Printer. Phone Christian on 0326 290003

WANTED SEGA MEGADRIVE and Super Nintendo games. Phone Steve on 0527 32230

LOTS OF USA AND JAPANESE Nes games for sale, sell for £20 - £30 each. Phone Chris on 0908 367236

WANTED SUPER NINTENDO will pay up to £230, with 7 games, or swap for a Atari STSM with lots of games. Phone Peter on 0935 754248

GAMES FOR SALE incl. Street Fighter 2 for £35, Super Double Dragon for £25 and Universal Converter £8 or £60 the lot. Phone on 0922 493290

MEGADRIVE FOR SALE with 8 games, sell for £240 ono. Phone Mrs Cooper 081 550 2867

NINTENDO NES FOR SALE with 2 joy pads, light gun and 15 games, sell for £150 - £200. Contact Nicholas on 081 940 0159

JAPANESE MEGADRIVE FOR SALE with 4 games, sell for £160. Phone James 0742 749389

ROAD RUNNER FOR SUPER NINTENDO sell for £45. Call Dave after 5pm on 0403 77374

50 GAMES CARTRIDGE FOR THE GAMEBOY, sell for £90. Phone 0306 885003

SUPER NES GAMES FOR SALE sell for around £25. Phone Gavin on 0708 340054

AMSTRAD CPC464 FOR SALE with lots of games, joy sticks and modulator swap or buy. If interested phone 0494 527117

GAMEBOY FOR SALE, sell for £45, 2 games £15. Phone on 0483 424610

2 JAPANESE NES GAMES for sale, sell for £20 each. Phone Tim on 0572 85214

NINTENDO FOR SALE, with 2 control pads, 3 games, boxed. Phone Michael 081 452 0716

NINTENDO NES with 7 games, sell for £100, 2 control pads. Phone 081 977 9573

ATARI 520ST FOR SALE with over 50 games, 3 joy sticks, mouse and mat. Phone Tom on 0277 372726

GAMEBOY with 4 games for sale, sell for £110 ono, or swap for Super Nintendo or Megadrive with 1 game. Phone Ben on 0533 350118

ATARI ST FOR SALE 20 top games, disk, mouse, 2 joy sticks, sell for £200 ono. Phone Michael on 0494 676261

AMIGA A500 FOR SALE with mouse, joy sticks, 10 blank disc, 50 blank disc labels, 10 top games, sell for £400 ono. Phone Michael 0742 746775

SEGA MASTERSYSTEM with 2 games, 2 controllers. Call Simon on 081 393 9960

WANTED SUPER NINTENDO with 1 game, pay up to £80. Phone 0293 773896

SEGA MASTERSYSTEM 2 for sale, with 3 games, 1 controller and all the leads, sell for £45 ono. Phone Ben on 038 17471

SUPER NINTENDO GAMES WANTED, call Fraser on 0779 812732

AMSTRAD GX4000 FOR SALE with 1 game, sell for £50 ono. Phone Leone 0533 351432

SPECTRUM PLUS 2A with light gun, with built in tape deck, light gun games, Amstrad GX4000 and a remote controlled car, sell for £150. Phone Colly on 0533 661068

UK SUPER NINTENDO with 4 games, 3 months old, sell for £220. Phone Richard on 0924 494432

NES GAMES FOR SALE, Phone Adam on 031 332 2194

PC ENGINE FOR SALE with 4 games, sell for £100 ono. Phone Kevin on 0922 55745

NINTENDO NES FOR SALE with 2 control pads, a light gun, joy sticks, 8 games. Phone Paul on 0787 227829

NINTENDO NES FOR SALE with 4 games, 2 controllers and light gun, sell for £80. Phone Simon on 0734 712326

COMMODORE 64 FOR SALE with 40 games, sell for £80, 3 joy sticks, 1 cassette player. Phone 0252 87761

PC ENGINE with 12 games, sell for £200. Phone 0932 352915

SWAP MEGADRIVE with 2 pads, 9 games, swap for a Amiga. Phone Lee on 0272 637908

SUPER NINTENDO GAMES FOR SALE. Phone Paul on 0474 323816

COMMODORE AMIGA 500+ with 1 meg, complete cartoon classics pack, sell for £250. Call Robert 0246 410681

SWAP JAPANESE MEGADRIVE with 5 games. Phone Paul on 081 645 8844

SUPER NINTENDO FOR SALE with 3 games, sell for £120, or swap for Gameboy with 3 games. Phone Aran on 021 523 9766

GAMEBOY FOR SALE with 7 games, game light, magnifier and carry case, sell for £175 ono. Phone Mrs Lewis 0525 372942

WANTED NES GAMES exchange for Megadrive games. Phone John 0253 43561

AMIGA 500 mint condition, £450 worth of disc, modulator, joy sticks, mouse and leads, sell for £400 ono. Phone Matthew on 0484 425000

MEGADRIVE with 5 games for sale, 1 joy pads, all boxed. Swap for Amiga with games or sell for £160. Phone Chris on 0832 272727

GAMEBOY FOR SALE with 11 games, light magnifier, all in good condition, sell for £155. Phone David on 0353 663361

NINTENDO NES FOR SALE with 6 games, zapper, 2 control pads, sell for £130 ono. Phone 0883 626801

MEGADRIVE FOR SALE with 3 games, 2 controllers, all boxed, sell for #130. Phone 0432 358360

AMIGA 600 FOR SALE with 1 mega bite, 3 joy sticks, modulator, 8 games, 5 Amiga magazines, sell for £350. Call Alex on 0284 704312

AMIGA 500 FOR SALE with 1 meg upgrade, 2 zip sticks, 50 games, mouse, sell for £40. Phone Madge on 0554 754479

SUPER NES FOR SALE with super scoop. Phone Crowdon 0703 321864

SWAP GAME GEAR with 8 games, adaptors, for 5 Super Nes games. Phone 0222 703071

NEO GEO FOR SALE with 2 joy sticks, memory card, 2 games, no swap or splits. Phone Jay on 0223 881006

SUPER NINTENDO with 11 games, 2 control pads, universal adaptor, sell for £450, swap accepted. Phone John on 0707 321473

SEGA MEGADRIVE with 10 games, sell for £50. Phone Gareth on 061 860 6295

MEGADRIVE FOR SALE with 5 games, sell for £200 ono. Phone 051 228 6534

SWAP MEGADRIVE with 5 games, joy pad for Super Famicom with 1 game. Phone 051 228 6534

NEO GEO FOR SALE with 2 games, or swap for British Super Nintendo with 5 games. Ring Roy 0603 623957

ATARI LYNX 2 FOR SALE with 4 games, adaptor, still boxed, swap Megadrive with games. Phone 0245 469237 after 4pm

BRITISH MEGADRIVE WANTED with 1 game, 2 controllers, sell for £100 ono. Phone Ann on 0368 62079

SUPER NES FOR SALE, Phone Greg on 081 584 8532

SWAP OR SALE NINTENDO with 2 games, laser gun, fully boxed, sell for £65 ono or swap for Sega Mastersystem 2 with Sonic. Phone Steven on 0602 764324

SUPER FAMICOM GAMES FOR SALE, Phone Brian on 031 552 9196

MEAN MACHINE SEGA October issue, sell for £5. Phone 081 450 1133

SEGA MASTERSYSTEM 2 FOR SALE with joy sticks, 5 games. Phone Antony after 5 pm on 081 676 0862

ATARI 2600 with lots of games, all the accessories included. Phone 071 738 6589

NES GAMES FOR SALE. Phone Andy on 0789 268693

SEGA MASTERSYSTEM GAMES FOR SALE, sell for £20 each. Phone Henry on 081 840 5567

MEGADRIVE GAMES FOR SALE, Phone 0223 329621

SWAP MEGADRIVE GAMES. Phone Daniel 0582 603613

AMIGA A500 with 1 meg, with all accessorie, sell for £320 ono. Phone 061 620 1723

SWAP NINTENDO with 1 Megadrive, 3 games. Phone 071 767 6279

NINTENDO FOR SALE with 3 games, sell for £80 ono. Phone Lee on 0388 775335

WANTED MEGADRIVE phone Rupart on 0703 558704

ATARI LYNX 2 with 3 games, with battery pack, boxed with instructions, sell for £100 ono. Phone 0268 758682

AMIGA 500 with 1 meg for sale, with manuals and 10 months guarantee, lots of games, sell for £300. Phone 0905 51455

SWAP SUPER NES mint condition, for Amiga 500. Contact Charlott on 0405 762126

SWAP SUPER NES GAMES. Phone 0744 55395

SEGA MEGADRIVE FOR SALE with 1 control pads, fully boxed, sell for £200. Phone lee on 0685 874959

AMIGA 500 with 2 joy sticks, disk box, and games, boxed with instructions. Phone Antony on 0606 76858

MEGADRIVE with Sonic 2 and others, sell for £190. Phone Richard on 0820 627485

SUPER NINTENDO GAMES FOR SALE, all boxed, sell for £30 - £40. Phone Andrew on 0706 818685

SEGA MEGADRIVE FOR SALE with 4 games, sell for £200. Phone Paul on 0474 323816

SUPER NINTENDO FOR SALE, sell for £110, with Street Fighter 2. Phone 081 301 3136

AMSTRAD CPC 464 FOR SALE with green screen monitor, 67 games, sell for £280. Phone 071 793 3946

SONIC THE HEDGEHOG for Game Gear for sale, sell for £20 ono. Phone Roberts 0709 543308

SWAP SEGA GAME GEAR with 6 games, swap for Super Nes or Megadrive with or without games. Phone Malcolm on 0255 506789 after 6pm

ATARI STE with games, programming disk, disk box. Phone 0475 82812

AMERICAN SUPER NINTENDO GAME, work with adaptors, sell for £34 each. Phone Lawrence on 0243 603526

SEGA MASTERSYSTEM 2 FOR SALE with 3 games, 1 control pads, sell for £50. Phone Brian on 0698 842160

AMIGA 500 PLUS with 17 boxed games, all original manual, 1 mega bite, tv modulator, sell for £250. Phone John on 0425 614252

BRITISH POWER Super Nintendo for sale, with 2 joy pad, 11 games, sell for £400. Phone Steven on 0286 673126

COMMODORE AMIGA 500 with 14 games, sell for £200 ono. Phone Kevin on 0268 768640 after 4pm

SUPER NES WANTED Phone Neil on 071 402 7077 after 6pm

AMIGA 500 with upgrade, accessories included, external drive, many games. Phone Daniel on 0522 522415

SUPER SCOOP with 6 games for sale, boxed, excellent condition, sell for £39.50. Phone 0462 671693

COMMODORE 64 FOR SALE with 70 games, 2 joy sticks, excellent condition, sell for £150. Phone 0376 514223

9 AMIGA GAMES FOR SALE sell for £13 each or £110 for the lot. Phone Henry on 0935 872534

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ATARI STSM 1040 external disk drive, business software, 600 worth of software, 2 joy sticks, sell for £290. Phone 0544 78852

BRITISH SUPER NINTENDO FOR SALE, with 11 games, 2 joy pad, sell £375, or swap for Neo Geo with 2 games. Phone Steven on 0286 673126

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MARIO, SUPER TENNIS and other games for sale. Phone John on 0784 257399

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LEMMINGS 2

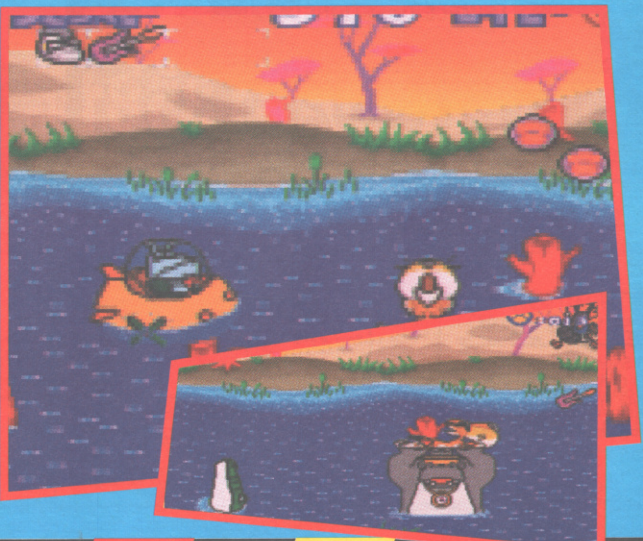
AMIGA BY PSYGNOSIS £TBA

They just had to come back! Yes, you've guessed it – those loony Lemmings are on the warpath again, with a completely new set of adventures to tackle! Lemmings 2 – The Tribes is set to be released on an Amiga near you very shortly, with twelve new Lemmings and one hundred new levels. Space Lemmings, Polar Lemmings, Sports Lemmings and Circus Lemmings are just a few of the new batch and the traps and obstacles these little guys must face promise to be the most challenging and fiendish yet. The story goes that the Talisman that's protected Lemming Island all these years has been broken up into twelve pieces, and the little guys have to find all the bits before they can build a vessel and relocate on a new isle. The exploding stoppers have been replaced by groovy heavy metal guitar freaks and any Lemming in earshot is captivated by the sound! There are bombers, blasters, diggers, divers, snake-charmers, bongo-players and a strongman who throws Lemmings about the screen to reach new heights. Sounds great, looks great and, with a little bit of luck, should play great. This one will be reviewed very soon – peel those eyelids back!

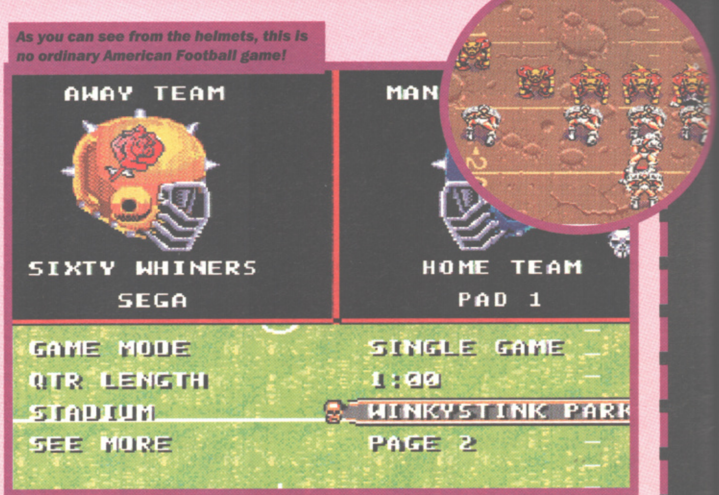
CHESTER CHEETAH

SNES BY KANEKO £TBA

Chester Cheetah promises to be a surprise hit on the SNES. As you can see, the cartoon graphics are pretty impressive and the ton of big, cute characters some of the best ever! Chester lives in the Four Corners Zoo and, like all caged beasts, he wants to escape. However, the crummy keeper, Mean Eugene, has nicked the cool cat's motor, a bright pink motorbike, and hidden the parts around the complex! All you've got to do is find the bits, put the bike back together and escape! Simple, huh? Oh no! There are six levels to go through and not all the animals are on our cat's side, although Chester can enlist some help from his numerous buddies. As we said before, the game is stunning to look at and, of course, there'll be loads of the usual pick-ups and special powers to help our Chester. Tune in next month for the full review!



As you can see from the helmets, this is no ordinary American Football game!



AWAY TEAM

SIXTY WHINERS
SEGA

MAN

HOME TEAM
PAD 1

GAME MODE SINGLE GAME
QTR LENGTH 1:00
STADIUM WINKYSTINK PARK
SEE MORE PAGE 2

MUTANT LEAGUE FOOTBALL

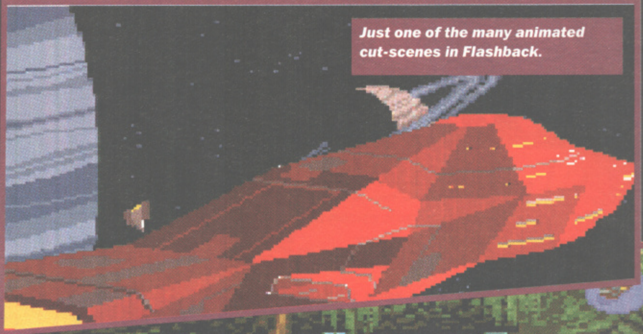
MEGADRIVE BY EA £TBA

If you thought that American Football was tough wait until you get a load of Mutant League Football! The game is similar to John Madden's Football, but instead of great hulking humans the teams are made up of bloodthirsty mutant monsters! Take control of such teams as Slay City Brawlers, Terminator Trolls, The Sixty Whiners and Killer Convicts and become such stars as Assassin, Killer, Rott, Hellfire, Rumble and Snake. It all sounds more like a crazy version of the Gladiators, but these muthas really mean it! Even the stadiums which the boys wage war in are suitably diabolical, with venues such as the Cemetery, Butcher Dome and Pentonville Park! Each location has its own obstacles on the pitch, with huge boulders and lava/fire pits etc. In addition, if things aren't going quite your way, you may bribe the ref or even kill him! The whole thing looks a riot, with all the playability of EA's other top American Football sims packed in there, but you'll just have to wait 'til next month for the CVG final verdict!

FLASHBACK

US GOLD MEGADRIVE £TBA

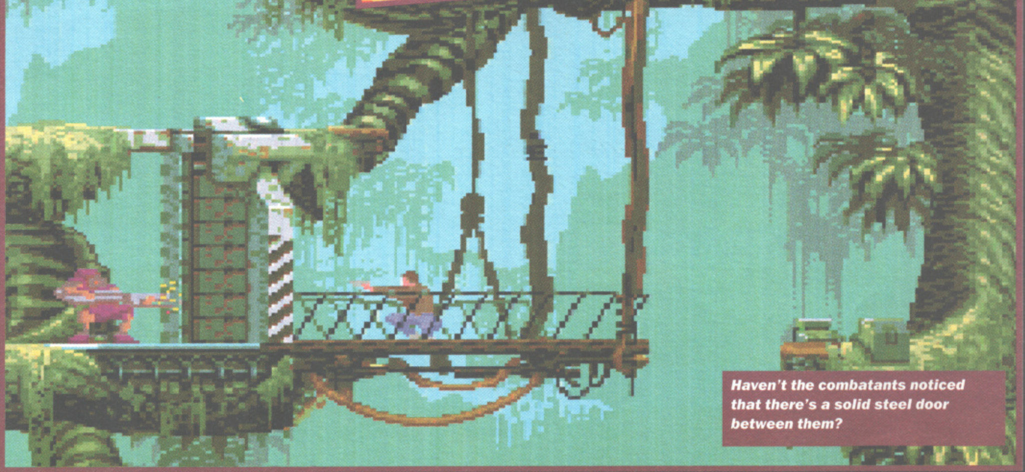
Coming soon on Megadrive is a game that promises to be one of the most spectacular graphic adventures ever seen on consoles. Flashback, created by the designers of CVG's January cover game, the incredible Another World, is the first twelve-meg cart for the 16-bit Sega and is being hailed as the the-be-all-and-end-all in game and graphic design. We've got our mitts on the latest Beta ROMs to bring you an up-to-the-minute preview, so read on!



Just one of the many animated cut-scenes in Flashback.

IT'S ON FLOPPY, TOO!

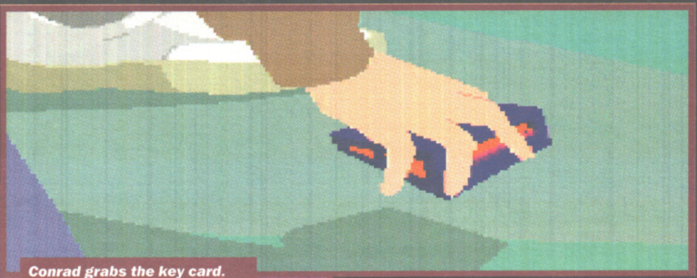
As we mentioned earlier, we've got the latest version of Megadrive Flashback in the office, and to say we're impressed is something of an understatement! And what's more, it isn't just the console boys who will get the chance to have a crack at saving the world from alien infiltration! Flashback is also coming to Amiga and PC and will even include new features not available on the Megadrive version, the most impressive being the ability to zoom right into the action!



Haven't the combatants noticed that there's a solid steel door between them?

POLYGONS AHOY!

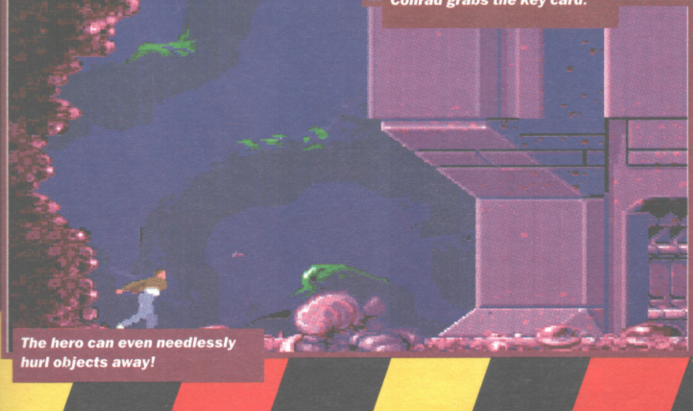
As in Another World, Flashback makes use of polygons to display a wide array of animated cut-scenes. Polygons save massive amounts of memory and, because they use minimal processing power, can run at a fast pace. The scenes in Flashback are heavily influenced by action feature films such as Total Recall – and believe us, they look great when in full flow!



Conrad grabs the key card.

LORDY LORDY!

Flashback uses a graphic process called Rotoscoping. If you've never heard the term before, it involves the video-taping of live actors performing various movements and turning them into animations – in this case, computer graphics. You may have seen the process used in animated feature films; Lord Of The Rings and Disney's Beauty And The Beast were both created by rotoscoping.



The hero can even needlessly hurl objects away!

CONRAD POOS AND HIS DANCING TEETH!

The story centres on research scientist Conrad B Hart and his latest invention, a device that can analyse the molecular structure of any life form. Using this device, Conrad discovers that a large proportion of high-ranking public figures are, in fact, alien beings in disguise! Aliens being aliens, they're soon onto Conrad and kidnap him, wiping his memory and dumping him on their home planet in the process. Conrad's task is to remember who he is and what he had learnt previous to his abduction, then find a way back to Earth and spill the beans!

Next Month

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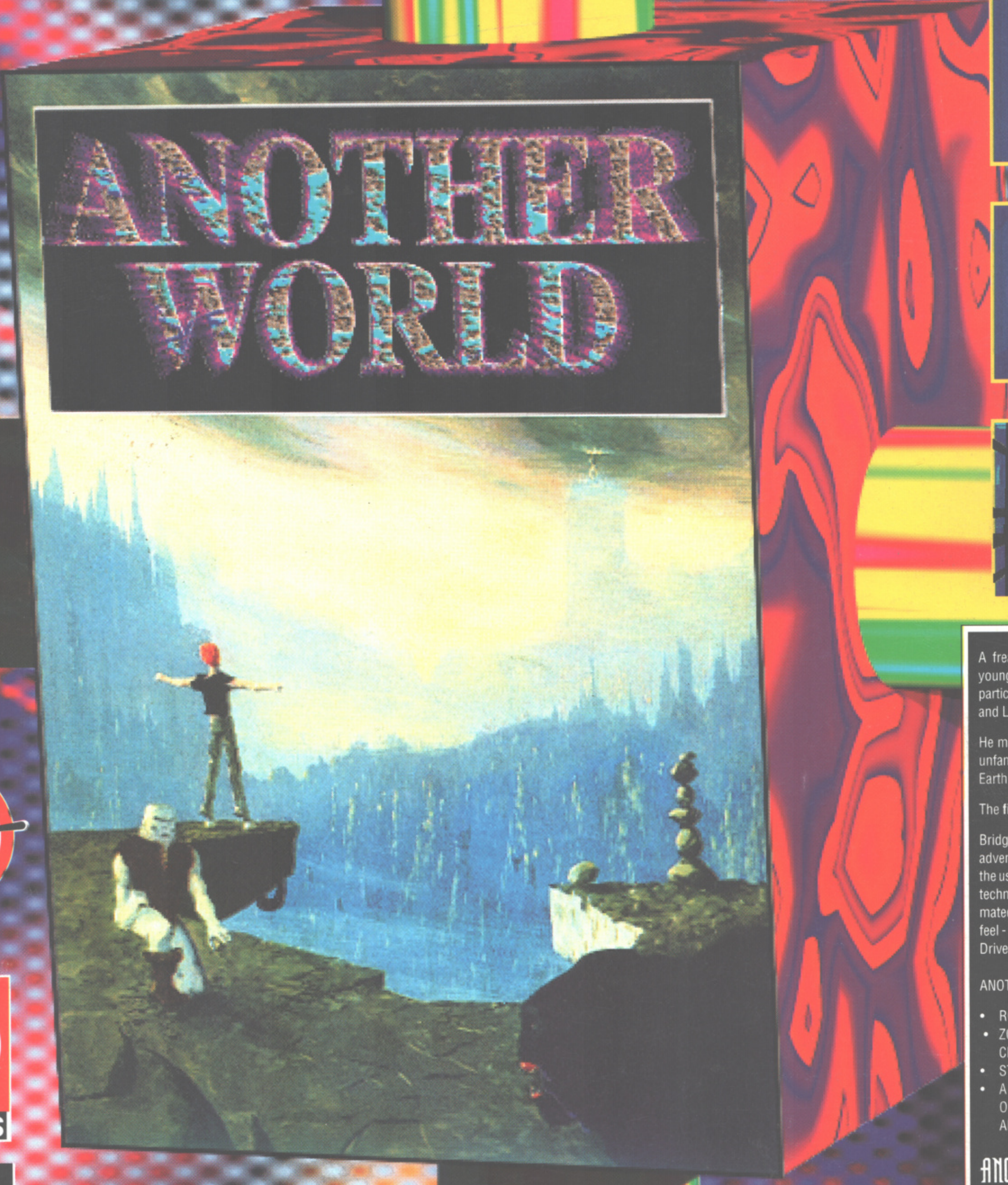

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